Challenge Mode

Introduction

Up for a challenge? You've come to the right place! Challenge Mode is an alternate game mode accessed through *Thief*'s main menu. In Challenge Mode, you revisit memorable areas from the story in an effort to collect as much loot as possible. There are many more loot items to find in these areas, as well as additional guards to avoid. This chapter provides insightful tips and fully labeled maps to help you track down every last piece of loot and achieve top scores from this exciting mode.

Challenge Mode features three game modes: Chain & Gain, Chain & Gain Limited, and Special Loot Hunt.

Challenge Mode

Chain & Gain

In Chain & Gain, your goal is to find every piece of loot hidden in one of three levels: Northcrest Manor, the House of Blossoms, or Moira Asylum (a downloadable map). You'll find loot scattered all over the place, and each time you collect a piece, a 60-second "combo timer" starts ticking down. Hurry and find another piece of loot to reset the timer and keep your combo going!

Score Multipliers

The faster you find loot, the greater the multiplier becomes for each piece of loot you collect. Similarly, your multiplier will decrease during long pauses between scores. Therefore, grabbing loot as quickly as possible is the key strategy to achieving top scores in Chain & Gain.

Quick Chain Combos

Special bonuses are also awarded for "quick chain" combos. Achieve these combos by collecting multiple loot items in quick succession, without letting more than 10 seconds elapse between scores. The more familiar you are with the maps and guard patrols, the faster you'll be at pocketing the loot and the higher your quick chain bonuses will rise!

Note

Your score multiplier affects other bonuses, not just the score you receive when locating loot. For example, the points you get from picking locks and searching painting frames (500 points apiece by default) are also boosted by your multiplier.

Caution

If your 60-second combo timer ever runs out, a 45-second "countdown timer" starts ticking down. Find some loot fast, for it's game over when this timer reaches zero!

Guards

Finding all that precious loot won't be easy, as numerous guards are on the prowl. These guards are best avoided; being detected or suffering damage causes you to forfeit certain Thieving Challenges. In addition, knocking out guards penalizes your score, whether you knock them out in direct combat or get the drop on them with a stealth or aerial takedown. The first guard you KO penalizes you by 5,000 points, the second guard costs you 10,000 points, the third guard 15,000 points, and so on. The patrol routes shown on this chapter's maps will help you avoid the guards.

Caution

Killing guards is even worse. You're penalized 20,000 points for the first kill, 40,000 for the second, 60,000 for the third, and so on. However, if you've already knocked out several guards, killing the next one might actually cost you fewer points, depending on how high your KO penalty has risen. If you prefer to neutralize guards, mixing in kills with your KOs can be a sound plan.

Picking Pockets

Though guards are best avoided, picking their pockets is important, for each guard's coin purse counts as a loot item. You can't lift all the level's loot items if you don't pickpocket every guard. In addition, you'll also rack up a few "risk taken" points as you pursue guards, which help pad your score a bit.

Note

Certain guards carry multiple coin purses. Though you can instantly collect all of those purses by neutralizing the guard and searching his body, your combo chain will only increase by a factor of one if you go this route. Pickpocket those purses instead before you neutralize the guard, and your combo chain will gain a bigger boost!

Focus

You have the advantage of Focus abilities during Chain & Gain events, which can help you identify guards and loot. However, the less Focus you use, the more bonus points you'll receive at the challenge's end. Rely on this chapter's maps instead of Focus to help you avoid threats and track down valuables. You begin each event with two poppies to spare, and a few more can be found in the levels.

Note

Garrett's Focus abilities are powered up in Challenge Mode. While using Focus, he can detect mobile guards through walls, pick locks with greater ease, and instantly cripple guards with blackjack blows to the torso in direct combat. However, Garrett cannot pickpocket multiple purses at once while using Focus.

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Chain & Gain Limited

Chain & Gain Limited is exactly like Chain & Gain, except for the added challenge of a persistent countdown timer. There's no way for you to add additional time to that ever-present countdown, so you'll need to work fast in order to steal all of the loot and reach the exit door before time expires. Don't waste precious seconds traveling around or avoiding guards; move from one loot item to the next, pocketing them all as fast as you can on your way to the exit.

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Special Loot Hunt

Special Loot Hunt adds a new layer of depth to Chain & Gain. All of the aforementioned rules and gameplay nuances apply, but in Special Loot Hunt, your primary objective is to hunt down precious collectibles. The maps are largely identical to those of Chain & Gain: You'll find the same guards walking the same patrols, and all of the common loot items and resources (arrows, food, and poppies) lie in the same places. The only real differences are the existence of collectibles, along with the persistent countdown timer (similar to that of Chain & Gain Limited).

Finding Collectibles

Though you must find a certain number of collectibles in order to win at Special Loot Hunt, only one collectible is present in the stage at a time. To help you find it, the collectible's general location is shown on your map. In addition, the top-left combo counter changes from blue to green to amber to red as you approach the collectible. Exploit both of these tools to track down each collectible as quickly as you can. Once you find it, another collectible appears elsewhere. Check your map and keep tracking down those collectibles, striving to find them all before time expires!

Note

If you aren't careful, it's possible for the objective marker on your map to mislead you. For example, though it may appear to be highlighting a room on your current floor, it might really be referencing a room on a higher or lower floor. Use the onscreen objective marker to verify that you're searching the proper floor.

Note

Collectibles always appear in random locations, so you never know where the next one might pop up. This makes Special Loot Hunt a unique experience every time you play. Unfortunately, it also makes it impossible for us to reveal the locations of the collectibles on the following maps. The maps would be completely covered with collectible loot icons if we tried!

Barred Doors

You may notice that certain doors are barred during Special Loot Hunt. This feature is intended to prevent you from wandering too far away from the current collectible. For example, in Northcrest Manor, if the first collectible appears in the cellar, then the doors that lead up to the first floor will remain barred until you find it. Whenever you notice barred doors, consider where the game might be trying to steer you, and conduct your search for the collectible accordingly.

Extending the Clock

In Special Loot Hunt, you can add precious seconds to the countdown timer by finding common loot items. As previously detailed, all common loot items appear in the same places as they do in Chain & Gain. Each common loot item you find adds 5 seconds to the countdown timer, in addition to boosting your score, increasing your chain count, and refilling your chain combo timer. Grab every common loot item you see to boost your score and give yourself more time to track down those collectibles!

Note

Your countdown timer is increased by 20 seconds each time you obtain a collectible.

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Thieving Challenges

Every Challenge Mode event features the same Thieving Challenges:

- • Lift all loot items
- • Lift all special loot (Special Loot Hunt events only)
- • Remain undetected
- • Take no damage
- • Reach the exit (Chain & Game events only)

You can complete every Thieving Challenge in one go, so give it your best shot! You'll find the following maps to be an invaluable resource. They reveal all of the common loot items, along with each guard's patrol route and the level's exit door (for Chain & Gain events). Try not to exit the stage until you've found every last bit of loot in the level!

Challenge Mode

Northcrest Manor

Northcrest Manor is a large map that features four separate floors. You begin in the cellar and must work your way up through the first and second floors before reaching the exit door in the attic. The east stairwell connects to every floor of the manor and is your only means of reaching the attic. The guards here are sparse and lightly armored, and none of them carry more than a single coin purse (some carry none at all).

Chapter Stats

Chain & Gain Limited Countdown: 10:00

Special Loot Hunt Countdown: 5:00

Common Loot Items: 133 (includes guard coin purses)

Special Loot Items: 20

Pockets to Pick: 8

Locks to Pick: 5

Frames to Search: 1

Threats (Guards): 11

Thieving Challenges

Challenge	Value
Lift all loot items	250000
Remain undetected	100000
Take no damage	50000
Reach the exit	Varies

Area 1: Cellar

- Guards: 2
- Common Loot Items: 12 (+2 guard purses)

The cellar is a small area with three rooms connected by a hallway. A guard patrols your starting room, and another patrols the two rooms to the south. Each guard carries a coin purse that must be stolen if you wish to collect all of the loot in the stage.

Area 2: First Floor

- Guards: 5
- Loot Items: 66 (+3 guard purses)

Main Hall, Dining Hall, and Bedroom

The first floor is a large area with multiple rooms. Search cabinets and drawers for loot, and climb onto crates and shelves to find items hidden on high. Blunt arrows can be found in the dining hall and in the main hallway; use these to create distractions or knock down chandeliers to crush guards or create distractions. You can also find a broadhead and water arrow in the main hallway. If you like, you can scale the dining hall's south wall to quickly reach the second floor's sitting room.

Lounging Room and Storage Rooms

Stealthily enter the first floor's north lounging room by sneaking through the high crawl space in the adjoining storage room. The lounge features a wall safe that is opened by finding two triggers around a painting's frame. It also features broken glass and a caged bird that can attract the guard who patrols the nearby hallway. If you like, lure the guard into the room by creating noise, then knock him out with an aerial takedown from the height of the east bookshelves.

Library (First Floor)

About half of the first-floor library's loot is hidden atop its tall bookshelves. Climb onto the shelves to spot loot, and leap between them to avoid the two patrolling guards. You can also find two water arrows here, and there's food under the southeast stairs. Unlike in Story mode, there are no caged birds to worry about in the library. Use the south stairs to move between the library's first and second floors.

Waiting Hall

The west waiting hall's first floor is patrolled by a single guard. The central stairs connect to the second floor, but you can also scale any of the four ornate pedestals that flank the stairs to sneak up to the second floor instead, avoiding detection by the waiting hall's second-floor guard. Like the dining hall, the waiting hall's chandeliers can be knocked down with arrows to crush guards or create distractions.

Area 3: Second Floor

- Guards: 4
- Loot Items: 47 (+3 guard purses)

Main Hall and Stairwell

Beware: A guard patrols the second floor's east stairwell, which connects to the first floor and the attic. Another guard patrols the main hallway. The two can be difficult to avoid without creating distractions. Use arrows or throwables to draw these guards away from the stairs so you may scale them and reach the exit door undetected.

Library (Second Floor)

The library's second floor is patrolled by one guard. Here you can find three broadhead and two sawtooth arrows to help you slay guards or create distractions. Like the library's first floor, several loot items can be found atop the bookshelves here. In addition, use the rope arrow located in the second floor's main hallway to reach the library's high rafters, where many more loot items are hidden. If you can't locate an item that's shown on the map, it's a safe bet that it's up on the rafters.

Vault

Open either of the locked doors in the second floor's north hallway to enter the central vault. This room features four suits of armor, each with a pair of pressure plates in front of it. Stepping on the plates rotates the statues. The north and south statues' eyes are lit; use the pressure plates to spin the east and west statues until their eyes light up as well. When all four statues' eyes are lit, two secret compartments filled with loot open up.

Area 4: Attic

- Guards: None
- Loot Items: None

The attic is small and you can access it only via the east stairwell, which connects to every floor of the manor. The guard who patrols the second floor's east stairwell regularly travels up to the attic to gaze over the balcony. There's no loot to discover on this floor, but you can find some water arrows, food, and a poppy up here. More importantly, the level's exit door is located in the attic; enter the green-lit room to finish the stage with a healthy score bonus.

Challenge Mode

House of Blossoms

The House of Blossoms is smaller than Northcrest Manor but features even more loot to steal. This makes it easier to keep chain combos and quick combos going, provided you're good at avoiding or neutralizing the House's many guards. The heavy chain mail worn by the brothel's watchmen makes them difficult to defeat in direct combat, and most guards carry multiple coin purses, all of which you must steal if you wish to lift all of the level's loot. Once you've filled your pockets, race to the west stairwell to find the brothel's exit door.

Chapter Stats

Chain & Gain Limited Countdown: 10:00

Special Loot Hunt Countdown: 5:00

Common Loot Items: 176 (includes guard coin purses)

Special Loot Items: 20

Pockets to Pick: 27

Locks to Pick: 8

Frames to Search: None

Threats (Guards): 12

Thieving Challenges

Challenge		Value
	Lift all loot items	250000
	Remain undetected	100000
	Take no damage	50000
	Reach the exit	Varies

Area 1: Lower Level

- Guards: 8
- Loot Items: 79 (+19 guard purses)

Entry Chamber

You begin in the east foyer, just outside the House of Blossoms' entry chamber. The throwable near your starting position is useful for distracting the entry chamber's stationary guard. Use this throwable to lure the guard away from his position, then steal his three coin purses and swipe the vase he was standing next to. Loot the rest of the room as the guard returns to his original position.

Foyer: East Side

Partition walls divide the brothel's spacious main foyer into three sections. Swoop to avoid detection as you slip from shadow to shadow, pocketing valuables. Only one guard patrols the foyer's east side, and he carries three coin purses. However, the guard who patrols the foyer's middle area can spot you in the east foyer during part of his patrol. Once you acquire some arrows, you can knock down the large overhead chandelier and create a massive distraction.

Tip

After collecting the rope arrow in the west foyer's northeast bedroom, you can return to the east foyer and fire it into the overhead anchor beam to create a shortcut up to the madame's office.

Kitchen

Two guards patrol the kitchen: one walks the east balcony, while the other patrols down low. Both guards carry coin purses. Use cabinets and upper piping to give the watchmen the slip or to set them up for takedowns. The kitchen is also filled with throwables to help you distract the guards.

Enter the kitchen's locked north room and hit the light switch to darken the room and the kitchen's east balcony. (This is likely to draw the attention of the balcony guard, who may move to turn on the lights again.) Drop to the north room's lower area and enter a crawl space to discover a number of gold coins and other valuables hidden beneath the kitchen.

Foyer: Middle Area

A stationary guard stands in the middle of the foyer, and another guard walks a circuit around the partition wall. You'll need to either distract these guards or take them down if you wish to collect all of the level's loot. Sneak up on the stationary guard from the north kitchen door, and you can take him out easily with a stealth takedown. However, you'll need to take down the patrolling guard first or else he'll discover his comrade's body (unless you're quick to hide it).

Foyer: West Side

Two more guards patrol the foyer's west side; one of them walks a circuit around the lower level's four bedrooms. You can darken all of the bedrooms by pressing their light switches and snuffing out their candles, making them ideal hiding places. Each bedroom features a locked wall safe, and each wall safe contains the following items:

- **Southeast bedroom**: three sawtooth arrows
- **Southwest bedroom**: two water arrows
- **Northwest bedroom**: three water arrows
- **Northeast bedroom**: one rope arrow

Tip

Three sawtooth arrows are located on the northwest bedroom's floor, and there are two water arrows in the southeast bedroom. A couple of broadhead arrows are on a small table in the foyer between the bedrooms. Even if you don't wish to kill guards, these arrows can be useful for dousing candles and creating distractions. Use one to create a massive distraction by knocking down the west foyer's giant chandelier.

The rope arrow you discover inside the northeast bedroom's wall safe comes into play when you reach the upper level. Fire it into the high north anchor beam, and you'll be able to leap between the upper level's north balcony and the madame's office. Alternatively, use this rope arrow to quickly ascend to the madame's office from the east foyer; go there and look up to spy another anchor beam. This is the only rope arrow in the stage, so use it wisely.

Area 2: Upper Level

- Guards: 4
- Loot Items: 70 (+8 guard purses)

Balcony and Bedrooms

The House of Blossom's upper level is smaller than the lower level. It features fewer guards, but the loot is nearly as plentiful. Two guards patrol the balcony and bedrooms; one patrols up north, and the other patrols down south. Press the light switch on the balcony's west wall and in each of the bedrooms to create darkness and distractions. The northeast bedroom features a wall safe that contains a loot item, and you can find blunt arrows in the southwest bedroom and broadhead arrows in the southeast bedroom.

Tip

Climb onto the northwest bedroom's bookshelf to reach a high crawl space that lets you sneak into the northeast bedroom. Climbing the south stairwell's piping leads you to another high crawl space above the south bedrooms, but you can't drop into either of the rooms below. There's no loot or resources to discover in either crawl space.

Madame's Office and Bedchamber

The door to the madam's office is locked, but you can sneak into the office by using the rope arrow found in the lower level's northeast bedroom. If you're on the upper level, fire the rope arrow at the anchor beam near the north balcony's east end; if you're on the lower level, look up and lodge the rope arrow into the high anchor beam on the west side of the east foyer. A single guard patrols the office, which you can darken by pressing the light switch near the south entry door. Water arrows can be found here.

The door to the madame's private bedchamber is also locked, and another guard patrols the bedchamber. After picking the lock, peer through the keyhole to ensure that the guard won't notice you enter (wait until he's moved over to the right). This room can also be darkened by pressing the light switch near the door once you're inside. The north wall safe contains a loot item.

Challenge Mode

DLC: Moira Asylum

Moira Asylum is a DLC (downloadable content) Challenge Mode map that doesn't come standard with Thief; you must purchase it separately. The map is among the smallest of the Challenge Mode stages and uniquely features Freaks as threats instead of guards. Though Freaks are blind, they possess keen hearing and are absolutely vicious once alerted. Freaks are immune to physical attacks but are vulnerable to bright light and fire. Unfortunately, no fire or blast arrows are in Moira Asylum, but you'll find broadhead and blunt arrows to use to create distractions. Flash bombs are also available and are quite effective against the Freaks (even in groups), though it takes two flash bombs to defeat them. All in all, the Freaks are best avoided, especially since they have no pockets to pick and will penalize your score if defeated.

Chapter Stats

Chain & Gain Limited Countdown: 10:00

Special Loot Hunt Countdown: 5:00

Common Loot Items: 137

Pockets to Pick: None

Locks to Pick: 4

Frames to Search: None

Threats (Freaks): 10

Thieving Challenges

Challenge		Value
	Lift all loot items	250000
	Remain undetected	100000
	Take no damage	50000
	Reach the exit	Varies

Area 1: Lobby (First Floor)

- Freaks: None
- Loot Items: 5

Each Challenge Mode event held at Moira Asylum begins on the ground floor of the asylum's lobby. There are no Freaks to fear here and only five loot items to find. Grab them as fast as you can and hurry upstairs.

Area 2: Halls and Wards

- Freaks: 10
- Loot Items: 132

Lobby (Second Floor)

The lobby's second floor is equally free of Freaks and features many more loot items. Fill your pockets on your way to either the northwest hall that leads into the Men's Ward or the southwest hall that leads into the Women's Ward.

Men's and Women's Wards

Breezeway

West Corridor

The west corridor is your ultimate destination, for the exit door is located here. A roaming Freak serves as a final obstacle, but you can easily avoid this fiend by using the stairs and lower passage near the exit door.

Cast of Characters

The following characters play major roles in *Thief*'s dark and troubled story.

Garrett

You play as Garret, a seasoned thief who has mastered the fine arts of stealth and stealing. Depending on your style of play, Garrett can be a gentle pickpocket or a violent criminal intent on punishing all who stand in his way.

Erin

This brash young burglar is an old acquaintance of Garrett's. Though her skills rival those of the master thief himself, Erin is still young in her career and therefore far less cautious, favoring haste and daring over forethought and discretion.

Basso

A jovial fence, Basso is a longtime friend and business associate of Garrett's. Basso operates out of his tavern, the Crippled Burrick, where he can often be found plotting out his next big score. Basso is a wise and careful man who has developed many important contacts in the City over the years. Whenever he needs to get in touch with Garrett, Basso sends his pet magpie, Jenivere, to deliver the message.

Queen of Beggars

This wise woman does her best to help the City's less fortunate, of which there are many. She has survived in the City all her life, and as such, she has much knowledge to impart. For a small donation to her cause, the Queen of Beggars will gladly help Garrett hone his innate skills. She lives in a crumbling chapel not far from Basso's tavern and is always available to lend Garrett her services.

Baron Northcrest

Known throughout the City as the "Iron Tyrant," Baron Northcrest is a vastly powerful and obsessively driven man. He commands the Baron's Watch, an army of well-funded guards who "keep the peace" in the City by enforcing the Baron's rule of law. Backed by his family's boundless wealth and expansive influence, Baron Northcrest seeks to impose his vision of an advanced society on the populace—no matter the cost.

Thief-Taker General

A vile and wrathful man, the Thief-Taker General serves as Baron Northcrest's right hand. He commands the Baron's Watch and will stop at nothing to ensure his master's will is done. Garrett has many run-ins with the Thief-Taker General over the course of his adventures, none of which are pleasant.

Orion

An influential man of the people, Orion leads the Graven, a clandestine group of zealots who seek to undo the Baron's heathenish regime. Orion's Graven stand in staunch opposition to the Baron's Watch, and the two factions are locked in an ever-intensifying struggle for control of the City, each believing their cause to be just. Garrett soon becomes caught in the middle of this conflict, finding himself with plenty of opportunity to profit from both sides.

Checklists

Introduction

Welcome to the checklists! This chapter is designed to put *Thief*'s most vital information within easy reach. Here you'll find quick-reference lists to help you track down every collectible and document that's recorded in the Journal. Other useful lists include the locations of all Shady Merchants, all free Focus points, and safe combos to help you crack any combination safe in a jiffy.

Checklists

Collectibles

The following collectibles are all recorded in Garrett's Journal. Refer to the walkthrough for more detailed descriptions of how and where to find them.

Collectibles

	Name	Type	Set Number	Chapter	Area
1	The Glittering Plumage	Unique Loot	1/9	Prologue	Attic
2	Amethyst Circle	Serendi Stone Circles	1/7	Chapter 1: Lockdown	Traitorsgate
3	Lyegrove's Jeweled Mask	Unique Loot	2/9	Chapter 1: Lockdown	Serendi Jewelers Cellar
4	Sootback Bracelet	The Mortal Coils	1/6	Chapter 1: Lockdown	Serendi Jewelers Shop
5	Jeweled Mask	Client Loot	1/8	Chapter 1: Lockdown	Serendi Jewelers Shop
6	Our Lady of the Iron Litany Chapel	City Heritage Plaques	1/16	The City Part I	Chapel
7	The Crippled Burrick Tavern	City Heritage Plaques	2/16	The City Part I	Clock Tower Plaza
8	Marsh Adder Bracelet	The Mortal Coils	2/6	The City Part I	Lady Marigold's Apartment
9	Ulysses Northcrest's Obelisk	City Heritage Plaques	3/16	The City Part I	Moorsditch
10	Obediah Northcrest's Obelisk	City Heritage Plaques	4/16	The City Part I	Kaitlin Court
11	Stonemarket Clock Tower	City Heritage Plaques	5/16	The City Part I	Clock Tower Plaza
12	Hydrangea Brooch	Flowers Eternal	1/6	The City Part I	Miss Scarlett's Town House
13	Stonemarket First Bank	City Heritage Plaques	6/16	The City Part I	Baron's Way North (Stonemarket)
14	The Statuesque Lady	Whiteridge's Duty	1/6	Client Job: Hand Tailored	Alfonso's Residence
15	The Mechanical Hand	Client Loot	2/8	Client Job: Hand Tailored	Alfonso's Shop
16	Charity's Memory	Memories of the Dead	1/6	Chapter 2	Dust Yard
17	Daisy Brooch	Flowers Eternal	2/6	Chapter 2	Corridor A
18	Soul of the Automaton	Unique Loot	3/9	Chapter 2	Workshop
19	Diamond Circle	Serendi Stone Circles	2/7	Chapter 2	Furnace Room
20	Cornelius's Ring	Client Loot	3/8	Chapter 2	Supervisor's Office
21	The Arrogance of Nobility	The Court of Montonessi	1/12	The City Part II	Moorsditch
22	The Insatiable Appetite	The Court of Montonessi	2/12	The City Part II	Leatherwood Furniture
23	Guilt Has Black Wings	The Court of Montonessi	3/12	Client Job: Hand Tailored	Alfonso's Residence
24	The Dangers of Seduction	The Court of Montonessi	4/12	The City Part II	Montonessi's Abode
25	Lilac Brooch	Flowers Eternal	3/6	The City Part II	Baron's Way South (Stonemarket)
26	Barnabus Northcrest's Obelisk	City Heritage Plaques	7/16	The City Part II	Crowley and Sons
27	Rutting Out of Season	The Court of Montonessi	5/12	The City Part II	Poet's Abode
28	Sunflower Brooch	Flowers Eternal	4/6	The City Part II	Sewers
29	Carlysle's Mill	City Heritage Plaques	8/16	The City Part II	Eel's End
30	Wellpool Viper Bracelet	The Mortal Coils	3/6	The City Part II	Old Postmaster's House
31	Oilbox	The Pinned Castinets	1/6	The City Part II	Fish-Hawker's Market
32	Living a Lie	The Court of Montonessi	6/12	The City Part II	Baron's Way South (South Quarter)
33	Customs House Bridge	City Heritage Plaques	9/16	The City Part II	The Docks
34	The Siren's Rest	City Heritage Plaques	10/16	The City Part II	The Docks
35	South Quarter Sluices	City Heritage Plaques	11/16	Client Job 2: Happy Medium	Piss Alley
36	The Constant Lady	Whiteridge's Duty	2/6	Client Job 2: Happy Medium	Eelbiters Warehouse
37	The Talking Skull	Client Loot	4/8	Client Job 2: Happy Medium	Eelbiters Warehouse
38	Jewelwing	The Pinned Castinets	2/6	Chapter 3: Dirty Secrets	Warrens
39	Emerald Circle	Serendi Stone Circles	3/7	Chapter 3: Dirty Secrets	Upper Level
40	Ancient Figurine	Unique Loot	4/9	Chapter 3: Dirty Secrets	Forgotten Ruins
41	Stonemason's Memory	Memories of the Dead	2/6	Chapter 3: Dirty Secrets	Scriptorium
42	Ritual Book	Client Loot	5/8	Chapter 3: Dirty Secrets	Library Towers
43	The Observant Lady	Whiteridge's Duty	3/6	Client Job 3: Silence Is Golden	Oxheart Perry's Residence
44	The Grace of Insecurity	The Court of Montonessi	7/12	Client Job 3: Silence Is Golden	Oxheart Perry's Shop
45	The Voice Box	Client Loot	6/8	Client Job 3: Silence Is Golden	Oxheart Perry's Shop
46	Lapis Lazuli Circle	Serendi Stone Circles	4/7	Chapter 4: A Friend in Need	Passage
47	Morendrum Medal	Unique Loot	5/9	Chapter 4: A Friend in Need	First Floor
48	The Abundance of Emptiness	The Court of Montonessi	8/12	Chapter 4: A Friend in Need	Second Floor
49	Soldier's Memory	Memories of the Dead	3/6	Chapter 4: A Friend in Need	Engine Level
50	The Keep	City Heritage Plaques	12/16	Chapter 4: A Friend in Need	Engine Level
51	Shale Snake Bracelet	The Mortal Coils	4/6	Chapter 4: A Friend in Need	Safe Housing
52	What Is There Cannot Be Seen	The Court of Montonessi	9/12	Client Job 4: The Carnal Connoisseur	Collector's Lodge
53	Octopuss	Client Loot	7/8	Client Job 4: The Carnal Connoisseur	Collector's Vault
54	The Virtuous Lady	Whiteridge's Duty	4/6	Client Job 4: The Carnal Connoisseur	Collector's Vault
55	Moira Asylum	City Heritage Plaques	13/16	Chapter 5: The Forsaken	Grounds
56	The Repulsion of Civility	The Court of Montonessi	10/12	Chapter 5: The Forsaken	Men's Ward
57	Rose Brooch	Flowers Eternal	5/6	Chapter 5: The Forsaken	Women's Ward
58	Ivory Circle	Serendi Stone Circles	5/7	Chapter 5: The Forsaken	Treatment Center—Third Floor
59	Mechanical Eye	Unique Loot	6/9	Chapter 5: The Forsaken	Reformation
60	Child's Memory	Memories of the Dead	4/6	Chapter 5: The Forsaken	Reformation
61	Harlequin Bracelet	The Mortal Coils	5/6	The City Part V	Archie Maxwell's House
62	Archibauld Northcrest's Obelisk	City Heritage Plaques	14/16	The City Part V	Watch Station Plaza
63	The Golden Keep	Unique Loot	7/9	The City Part V	Ector's Emporium
64	Watch Station	City Heritage Plaques	15/16	Client Job 5: Sideshow Attraction	Watch Station Hall
65	The Porcelain Lady	Whiteridge's Duty	5/6	Client Job 5: Sideshow Attraction	Watch Station Lockers
66	Greater Ruststain	The Pinned Castinets	3/6	Chapter 6: A Man Apart	Courtyard
67	Elias Northcrest Statue	City Heritage Plaques	16/16	Chapter 6: A Man Apart	Courtyard
68	Heart of the Lion	Unique Loot	8/9	Chapter 6: A Man Apart	Second Floor
69	Sapphire Circle	Serendi Stone Circle	6/7	Chapter 6: A Man Apart	First Floor
70	The Married Spinster	The Court of Montonessi	11/12	Chapter 6: A Man Apart	Waiting Hall
71	Braggart's Memory	Memories of the Dead	5/6	Chapter 6: A Man Apart	The Baron's Laboratory
72	Iris Brooch	Flowers Eternal	6/6	The City Part VI	Jeb Chokes' Hideout
73	The Burnished Lady	Whiteridge's Duty	6/6	Client Job 6: Heartbroken	Clockwise's Residence
74	Automaton's Heart	Client Loot	8/8	Client Job 6: Heartbroken	Project Pendulum
75	Ghost Girl	The Pinned Castinets	4/6	The City Part VI	Muddler's Row
76	Dawn Gauzy	The Pinned Castinets	5/6	The City Part VI	Grandmauden
77	City Artifact	Unique Loot	9/9	Chapter 7: The Hidden City	Loading Docks Exterior
78	Bronzehead Bracelet	The Mortal Coils	6/6	Chapter 7: The Hidden City	Catacomb Passages
79	Elder's Memory	Memories of the Dead	6/6	Chapter 7: The Hidden City	Graven Lair
80	Amber Circle	Serendi Stone Circles	7/7	Chapter 7: The Hidden City	The Rotunda
81	Mourning Bell	The Pinned Castinets	6/6	Chapter 8: The Dawn's Light	Mine Tunnels
82	Compassion, Foul	The Court of Montonessi	12/12	Chapter 8: The Dawn's Light	Stowage Deck
83	Southrye's Watch	Bank Heist Loot	1/2	DLC Client Job: The Bank Heist	Main Vault
84	The Star of Auldale	Bank Heist Loot	2/2	DLC Client Job: The Bank Heist	Main Vault

Checklists

Documents

The following documents are all recorded in Garrett's Journal. Refer to the walkthrough for more detailed descriptions of how and where to find them.

Documents

	Name	Type	Set Number	Chapter	Area
1	Voyeur's Diary	1/1	Prologue	Prologue	Voyeur's Apartment
2	The Benefits of Strict Curfew	1/13	Newspapers	Chapter 1: Lockdown	Enclosure
3	Lockdown Regulations	1/2	Chapter 1	Chapter 1: Lockdown	Traitorsgate
4	Clock Tower Stops Again!	2/13	Newspapers	Chapter 1: Lockdown	Underpass
5	Lyegrove's Letter	2/2	Chapter 1	Chapter 1: Lockdown	Serendi Jeweler's Cellar
6	Who Watches the Watch Hounds?	3/13	Newspapers	Chapter 1: Lockdown	Serendi Jeweler's Residence
7	Lockdown!	4/13	Newspapers	Chapter 1: Lockdown	Blackfurrow Alcove
8	Chapter 1	1/8	Chapter Recaps	Chapter 1: Lockdown	Chapter 1 Complete
9	New Instructions	1/33	Stonemarket	The City Part I	Watch Council Office
10	Traitorsgate Report	2/33	Stonemarket	The City Part I	Watch Council Office
11	Watch Report 3-498	3/33	Stonemarket	The City Part I	Watch Council Office
7*	Lockdown! (*duplicate)	4/13	Newspapers	The City Part I	Watch Council Office
12	Treason!	5/13	Newspapers	The City Part I	The Crippled Burrick
13	Northcrest Unbowed!	6/13	Newspapers	The City Part I	The Crippled Burrick
14	No Old Gods for the New City!	7/13	Newspapers	The City Part I	Chapel
15	Moira Release Letter	4/33	Stonemarket	The City Part I	Montonessi's Abode
16	Painting Order	5/33	Stonemarket	The City Part I	Montonessi's Abode
17	Smuggler's Map: Muddler's Row	6/33	Stonemarket	The City Part I	Blackfurrow
18	Smuggler's Map: Eel's End	1/14	South Quarter	The City Part I	Blackfurrow
4*	Clock Tower Stops Again! (*duplicate)	2/13	Newspapers	The City Part I	Blackfurrow
6*	Who Watches the Watch Hounds? (*duplicate)	3/13	Newspapers	The City Part I	Sick Willy's Town House
19	Letter to Sick Willy	7/33	Stonemarket	The City Part I	Slick Willy's Town House
20	Sick Willy's Register	8/33	Stonemarket	The City Part I	Slick Willy's Town House
21	Smuggler's Map: Blackfurrow	9/33	Stonemarket	The City Part I	Moorsditch
22	Bookbinder's Register	10/33	Stonemarket	The City Part I	Clock Tower Bookbinders
23	Manuscript	11/33	Stonemarket	The City Part I	Clock Tower Bookbinders
24	Miss Scarlett's Diary	12/33	Stonemarket	The City Part I	Miss Scarlett's Town House
25	Ector's Memoirs	1/21	Ector Client Jobs	The City Part I	Ector's Emporium
26	Ector's Letter to Clockwise	2/21	Ector Client Jobs	The City Part I	Ector's Emporium
27	Clockwise's Letter to Ector	3/21	Ector Client Jobs	The City Part I	Ector's Emporium
2*	The Benefits of Strict Curfew (*duplicate)	1/13	Newspapers	The City Part I	Troy's Apothecary
28	Last Warning Letter	13/33	Stonemarket	The City Part I	Baron's Way North (Stonemarket)
29	Bait and Switches 1	14/33	Stonemarket	The City Part I	Baron's Way North (Stonemarket)
30	Eelbiters Contract	4/21	Ector Client Jobs	Client Job: Hand Tailored	Alfonso's Residence
31	Engineer's Letter to Alfonso	5/21	Ector Client Jobs	Client Job: Hand Tailored	Alfonso's Residence
32	Alfonso's Register	6/21	Ector Client Jobs	Client Job: Hand Tailored	Alfonso's Shop
33	Alfonso's Workbook	7/21	Ector Client Jobs	Client Job: Hand Tailored	Alfonso's Shop
34	Coal Room Stash Note	1/9	Chapter 2	Chapter 2: Dust to Dust	Dust Yard
35	Transportation of Cadavers	2/9	Chapter 2	Chapter 2: Dust to Dust	Main Line Hall
36	Broken Glass	3/9	Chapter 2	Chapter 2: Dust to Dust	Main Line Hall
37	Break Spot	4/9	Chapter 2	Chapter 2: Dust to Dust	Manufacturing Area
38	Renovation Notice	5/9	Chapter 2	Chapter 2: Dust to Dust	Manufacturing Area
39	Cryptic Letter	6/9	Chapter 2	Chapter 2: Dust to Dust	Manufacturing Area
40	Off Limits	7/9	Chapter 2	Chapter 2: Dust to Dust	Manufacturing Area
41	Dead List	8/9	Chapter 2	Chapter 2: Dust to Dust	Manufacturing Area
42	Stripping Procedure	9/9	Chapter 2	Chapter 2: Dust to Dust	Furnace Hall
43	Chapter 2	2/8	Chapter Recaps	Chapter 2: Dust to Dust	Chapter 2 Complete
44	Bait and Switches 2	15/33	Stonemarket	The City Part II	Blackfurrow
45	Lady Christina's Will	16/33	Stonemarket	The City Part II	Leatherwood Furniture
46	Bait and Switches 3	17/33	Stonemarket	The City Part II	Baron's Way South (Stonemarket)
47	Sculptor's Diary	18/33	Stonemarket	The City Part II	Crowley and Sons
48	Tear-Soaked Diary	19/33	Stonemarket	The City Part II	Baron's Way South (Stonemarket)
49	Break-In!	8/13	Newspapers	The City Part II	Baron's Way South (Stonemarket)
50	John Tallow's Blacklist	20/33	Stonemarket	The City Part II	Yellowface's Office
51	Poem Fragment One	2/14	South Quarter	The City Part II	Poet's Abode
52	Poem Fragment Two	3/14	South Quarter	The City Part II	Poet's Abode
53	Poem Fragment Three	4/14	South Quarter	The City Part II	Poet's Abode
54	Beware of Over-Active Imaginations!	9/13	Newspapers	The City Part II	Poet's Abode
55	Poem Fragment Five	5/14	South Quarter	The City Part II	Poet's Abode
56	Poem Fragment Four	6/14	South Quarter	The City Part II	Poet's Abode
57	The Shady Vein	7/14	South Quarter	The City Part II	Sewers
58	The New Watch Laws and You!	10/13	Newspapers	The City Part II	Skinmarket
59	Watch Captain's Orders	8/14	South Quarter	The City Part II	Skinmarket
60	Literary Greatness Lost	11/13	Newspapers	The City Part II	Old Postmaster's House
59*	Watch Captain's Orders (*duplicate)	8/14	South Quarter	The City Part II	Watch Office
61	Carnival Boat High and Dry!	12/13	Newspapers	The City Part II	Fish-Hawker's Market
62	Turn Not to Protest!	13/13	Newspapers	The City Part II	Baron's Way South (South Quarter)
63	Ollie Widow's Letter	9/14	South Quarter	The City Part II	Eel's End
64	Coyle's Combination	1/4	Chapter 3	Chapter 3: Dirty Secrets	Upper Level
65	List of Constellations	2/4	Chapter 3	Chapter 3: Dirty Secrets	Upper Level
66	Strongbox Registry	3/4	Chapter 3	Chapter 3: Dirty Secrets	Upper Level
67	Madame Xiao-Xiao's Diary	4/4	Chapter 3	Chapter 3: Dirty Secrets	Upper Level
68	Chapter 3	3/8	Chapter Recaps	Chapter 3: Dirty Secrets	Chapter 3 Complete
69	Bill of Consignment	8/21	Ector Client Jobs	The City Part III	Baron's Way South (Stonemarket)
70	Red Blades' Orders	9/21	Ector Client Jobs	Client Job 3: Silence Is Golden	Butcher's Docks
71	Oxheart Perry's Notebook	10/21	Ector Client Jobs	Client Job 3: Silence Is Golden	Oxheart Perry's Residence
72	Oxheart Perry's Shop Register	11/21	Ector Client Jobs	Client Job 3: Silence Is Golden	Oxheart Perry's Shop
73	Madeline's Letter	1/6	Chapter 4	Chapter 4: A Friend in Need	First Floor
74	Miniature Keep	2/6	Chapter 4	Chapter 4: A Friend in Need	The Study
75	Keep Plans	3/6	Chapter 4	Chapter 4: A Friend in Need	The Study
76	Great Safe Combination	4/6	Chapter 4	Chapter 4: A Friend in Need	The Study
77	Prisoner List	5/6	Chapter 4	Chapter 4: A Friend in Need	Prison Level
78	Graven Letter	6/6	Chapter 4	Chapter 4: A Friend in Need	Prison Level
79	Chapter 4	4/8	Chapter Recaps	Chapter 4: A Friend in Need	Chapter 4 Complete
80	Levack's Debt Register	10/14	South Quarter	The City Part IV	Eddy Levack's Office
81	Little Lucy's Last Letter	11/14	South Quarter	The City Part IV	Little Lucy's Room
82	White Sail Goods Census	12/14	South Quarter	The City Part IV	Watch Office
83	Manservant's Diary	1/3	Vittori Client Jobs	Client Job 4: The Carnal Connoisseur	Collector's Lodge
84	Father's Testament	2/3	Vittori Client Jobs	Client Job 4: The Carnal Connoisseur	Collector's Lodge
85	Activity Log	1/42	Chapter 5	Chapter 5: The Forsaken	Lobby
86	Patient Admitted	2/42	Chapter 5	Chapter 5: The Forsaken	Lobby
87	Shower Vent Report	3/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
88	Absence	4/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
89	History, 2	5/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
90	History, 4	6/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
91	Room Numbers	7/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
92	The Archivist	8/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
93	Headaches	9/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
94	Report: Progress	10/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
95	Cache	11/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
96	Night Warden on Duty!	12/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
97	Ward Key Notice	13/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
98	Results	14/42	Chapter 5	Chapter 5: The Forsaken	Lobby
99	History, 1	15/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
100	Voices	16/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
101	Writing Materials	17/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
102	Mess Hall Disturbance	18/42	Chapter 5	Chapter 5: The Forsaken	Women's Dining Hall
103	Entertainment	19/42	Chapter 5	Chapter 5: The Forsaken	Women's Dining Hall
104	Lessons	20/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
105	Report: Patient #18	21/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
106	Heat and Cold Treatment	22/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
107	Aggression Again	23/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
108	Patient Notes	24/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
109	Patient Transfer	25/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
110	Reporter's Notes	26/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
111	History, 3	27/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
112	Huntfield's Illness	28/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
113	Confidentiality	29/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Main Building
114	Escape Note	30/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor
115	Elevator Lock	31/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor
116	Extracting the Primal	1/13	Baron Northcrest	Chapter 5: The Forsaken	Treatment Center—Third Floor
117	Sensory Deprivation	32/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor
118	Calibration	33/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor
119	Transfer Request	34/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor
120	Knocking in Pipes	35/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor
121	Sterilization	36/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor
122	Lobotomy Room	37/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor
123	Hydrotherapy	38/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor
124	Shock Therapy	39/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor
125	Treasure	40/42	Chapter 5	Chapter 5: The Forsaken	Old Prison
126	Prison Rules	41/42	Chapter 5	Chapter 5: The Forsaken	Old Prison
127	Report: Aggression	42/42	Chapter 5	Chapter 5: The Forsaken	Reformation
128	Chapter 5	5/8	Chapter Recaps	Chapter 5: The Forsaken	Chapter 5 Complete
129	Archie Maxwell's Diary	21/33	Stonemarket	The City Part V	Archie Maxwell's House
130	Archie Maxwell's Notes	22/33	Stonemarket	The City Part V	Archie Maxwell's House
131	Hangman's Memoirs	23/33	Stonemarket	The City Part V	Hangman's Apartment
132	White Sail Captain's Notes	13/14	South Quarter	The City Part V	White Sail's Office
133	Register of Stolen Goods	24/33	Stonemarket	The City Part V	Watch Customs Office
134	Bait and Switches 4	25/33	Stonemarket	The City Part V	Market Street
135	Prison Register	3/3	Vittori Client Jobs	Client Job 5: Sideshow Attraction	Watch Station Hall
136	Manor Courtyard Map	1/12	Chapter 6	Chapter 6: A Man Apart	Courtyard
137	Guard's Letter	2/12	Chapter 6	Chapter 6: A Man Apart	Attic
138	The Awakened	2/13	Baron Northcrest	Chapter 6: A Man Apart	Second Floor
139	Vivian	3/13	Baron Northcrest	Chapter 6: A Man Apart	Second Floor
140	Steward's Letter	3/12	Chapter 6	Chapter 6: A Man Apart	Second Floor
141	Burnt Letter	4/12	Chapter 6	Chapter 6: A Man Apart	Second Floor
142	Sterility	4/13	Baron Northcrest	Chapter 6: A Man Apart	Second Floor
143	Reunited	5/13	Baron Northcrest	Chapter 6: A Man Apart	Second Floor
144	Manor Floor Plan	5/12	Chapter 6	Chapter 6: A Man Apart	Library
145	Coronation	6/13	Baron Northcrest	Chapter 6: A Man Apart	Library
146	Dismissal Notice	6/12	Chapter 6	Chapter 6: A Man Apart	First Floor
147	The Primal	7/13	Baron Northcrest	Chapter 6: A Man Apart	Library
148	Annabel's Note	7/12	Chapter 6	Chapter 6: A Man Apart	Library
149	The Tome	8/13	Baron Northcrest	Chapter 6: A Man Apart	First Floor
150	Eastwick's Letter	8/12	Chapter 6	Chapter 6: A Man Apart	First Floor
151	Deathbed Confessions	9/13	Baron Northcrest	Chapter 6: A Man Apart	Study Tower
152	Manor Duties	9/12	Chapter 6	Chapter 6: A Man Apart	Waiting Hall 2F (After the Graven Attack)
153	Loose Ends	10/13	Baron Northcrest	Chapter 6: A Man Apart	Waiting Hall 2F (After the Graven Attack)
154	Damaged Wing	10/12	Chapter 6	Chapter 6: A Man Apart	Waiting Hall
155	Lions of Industry	11/13	Baron Northcrest	Chapter 6: A Man Apart	The Baron's Laboratory
156	Reactor Limit	11/12	Chapter 6	Chapter 6: A Man Apart	The Baron's Laboratory
157	Swansong	12/13	Baron Northcrest	Chapter 6: A Man Apart	The Baron's Laboratory
158	Laboratory Repair Report	12/12	Chapter 6	Chapter 6: A Man Apart	The Baron's Laboratory
159	Progress	13/13	Baron Northcrest	Chapter 6: A Man Apart	The Baron's Laboratory
160	Chapter 6	6/8	Chapter Recaps	Chapter 6: A Man Apart	Chapter 6 Complete
161	Jeb Chokes' Notebook	14/14	South Quarter	The City Part VI	Jeb Chokes' Hideout
26*	Ector's Letter to Clockwise (*duplicate)	2/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Residence
162	Engineer's Letter to Clockwise	12/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Residence
163	Project Pendulum—Day 1	13/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Residence
164	Clockwise's Diary	14/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Residence
165	Project Pendulum—Day 11	15/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Residence
166	Treatise on the Voclid Spatial Theory	16/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Residence
167	Project Pendulum—Day 6	17/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Residence
168	Project Pendulum—Day 13	18/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Residence
169	Project Pendulum—Day 8	19/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Workshop
170	Treatise on the Theory of Time	20/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Workshop
171	Clockwise's Confession	21/21	Ector Client Jobs	Client Job 6: Heartbroken	Project Pendulum
172	Closet Note	26/33	Stonemarket	The City Part VI	Muddler's Row
173	Candlewax Ritual Book	27/33	Stonemarket	The City Part VI	Muddler's Row
174	Wax Witch's Journal	28/33	Stonemarket	The City Part VI	Muddler's Row
175	Boris' Debt Register	29/33	Stonemarket	The City Part VI	Shinsworth Lane
176	Petty Thief Diary	30/33	Stonemarket	The City Part VI	Stumble Gate General Store
177	Sloop Recipe	31/33	Stonemarket	The City Part VI	Muddler's Row
178	Thief-Taker General's Order	32/33	Stonemarket	The City Part VI	Shemenov Blade & Filigree
179	Graven Notes	33/33	Stonemarket	The City Part VI	Grandmauden
180	Storehouse Note	1/4	Chapter 7	Chapter 7: The Hidden City	Courtyard
181	Smuggler's Letter	2/4	Chapter 7	Chapter 7: The Hidden City	Old Chapel
182	Storage Room	3/4	Chapter 7	Chapter 7: The Hidden City	Loading Docks Exterior
183	Scavenger's Note	4/4	Chapter 7	Chapter 7: The Hidden City	Loading Docks Interior
184	Chapter 7	7/8	Chapter Recaps	Chapter 7: The Hidden City	Chapter 7 Complete
185	Chapter 8	8/8	Chapter Recaps	Chapter 8: The Dawn's Light	Chapter 8 Complete
186	Mechanical Eyes	1/13	The Bank Heist	DLC Client Job: The Bank Heist	Upper Offices
187	The Burnt Emerald—Two	2/13	The Bank Heist	DLC Client Job: The Bank Heist	Upper Offices
188	Letter to Maunders	3/13	The Bank Heist	DLC Client Job: The Bank Heist	Upper Offices
189	Locker Number Reminder	4/13	The Bank Heist	DLC Client Job: The Bank Heist	Upper Offices
190	Ashes Letter	5/13	The Bank Heist	DLC Client Job: The Bank Heist	Upper Offices
191	The Burnt Emerald—Three	6/13	The Bank Heist	DLC Client Job: The Bank Heist	Lower Offices
192	Vault Repair Report	7/13	The Bank Heist	DLC Client Job: The Bank Heist	Lower Offices
193	The Burnt Emerald—One	8/13	The Bank Heist	DLC Client Job: The Bank Heist	Lower Offices
194	Southrye Legacy	9/13	The Bank Heist	DLC Client Job: The Bank Heist	Lower Offices
195	Vault Combination Note	10/13	The Bank Heist	DLC Client Job: The Bank Heist	Outer Vault
196	Vault Dial Note	11/13	The Bank Heist	DLC Client Job: The Bank Heist	Outer Vault
197	Audit	12/13	The Bank Heist	DLC Client Job: The Bank Heist	Main Vault
198	Letter to the Auditor	13/13	The Bank Heist	DLC Client Job: The Bank Heist	Main Vault

Checklists

Shady Merchants

Here's where you can find every merchant in the game, listed in the order in which you encounter them. We also provide the quick-reference lists of the items they sell.

Thieving Challenges

Location	Wares
The Crippled Burrick	Resources, tools, upgrades, trinkets
Baron's Way South (Stonemarket)	Resources
The Siren's Rest	Resources, tools, upgrades, trinkets
Chapter 4: A Friend in Need	Resources
Market Street	Resources
Muddler's Row	Resources
Chapter 7: The Hidden City	Resources
Chapter 8: The Dawn's Light	Resources

Shady Merchant Resources

Item	Cost	Available	Notes
Blunt Arrow	1 G	After Chapter 1	Ideal for stunning guards, triggering remote switches, shattering breakables, and creating distractions. Always keep some on hand.
Broadhead Arrow	15 G	After Chapter 1	Standard attack arrow. The "Predator" Playstyle's best friend. Aim for the head.
Choke Arrow	15 G	After Chapter 1	Releases a noxious gas on impact that momentarily incapacitates the target. Ideal for setting up takedowns or escapes.
Fire Arrow	20 G	After Chapter 1	Generates a small burst of flame on impact that can ignite flammable materials. Useful for Opportunists and invaluable against Freaks.
Rope Arrow	15 G	After Chapter 1	Stick these into anchor beams to lower ropes and reach new areas. Try to keep a full supply on hand.
Water Arrow	4 G	After Chapter 1	Releases a small burst of water on impact that douses torches, braziers, and other open flames. Very handy for all Playstyles.
Flash Bomb	25 G	After Chapter 1	Drop these at your feet to create a blinding flash that disorients nearby people, setting up takedowns or escapes. Handy for aggressive Predators and useful against Freaks.
Food	25 G	After Chapter 1	Restores about one-third of Garrett's health when consumed. Keep some with you at all times.
Poppy	35 G	After Chapter 1	Replenishes about one-third of Garrett's Focus energy when consumed. Pricey but invaluable if you enjoy using Focus.
Blast Arrow	140 G	After Chapter 4	Creates a large blast on impact that kills enemies, breaks objects, and ignites flammables. Can decimate small groups of threats. Expensive but worth it.
Sawtooth Arrow	50 G	After Chapter 4	Advanced version of the broadhead arrow. The arrowhead's serrated blades penetrate armor and are quite lethal. Another favorite of the Predator.

Shady Merchant Tools

Item	Cost	Available	Notes
Wrench	500 G	After Chapter 1	Handy tool used to open grates and remove bolted plaques. Buy one immediately.
Razor	250 G	After Chapter 2	Used to cut out collectible paintings from their frames. An important early purchase if you wish to find all of the collectibles in the game.
Wire Cutter	225 G	After Chapter 2	Invaluable tool that lets Garrett hack small control boxes. This can disable traps, open doors, and reveal secrets. Buy it without delay.

Shady Merchant Upgrades

Item	Cost*	Available*	Notes
Blackjack Damage	750 G; 1,750 G; 2,495 G	After Chapter 1, After Chapter 3, After Chapter 5	Increases the damage of Garrett's attacks in melee combat. Handy for aggressive Predators.
Bow Balancing	700 G; 1,800 G	After Chapter 1, After Chapter 3	Reduces aiming time with the bow, allowing for faster precision shots. Useful for stealth Predators.
Bow Shot Strength	900 G; 1,400 G; 2,600 G	After Chapter 1, After Chapter 3, After Chapter 5	Increases the amount of damage dealt with arrows. Great for stealth Predators.
Leather Hardening	750 G; 1,450 G	After Chapter 1, After Chapter 3	Reduces the amount of damage Garrett suffers from all forms of attack, including melee blows, arrows, throwing darts, traps, and fire. Excelle
Lockpick Quality	150 G, 420 G	After Chapter 1, After Chapter 1	Increases lockpicking sensitivity, helping you find the pins' sweet spots more easily. Useful for all Playstyles.
Quiver Capacity	600 G; 2,500 G	After Chapter 1, After Chapter 1	Increases the amount of arrows Garrett can carry in his quiver. Great for stealth Predators.
Leather Oil	1,400 G	After Chapter 2	Enables Garrett to move more silently across noisy surfaces. Useful for Ghosts and Opportunists.
Leather Padding	500 G	After Chapter 1	Allows Garrett to fall from greater heights without suffering damage.

* Most upgrades feature several "tiers." The costs and availability shown here reflect the price and availability for each individual upgrade.

Shady Merchant Trinkets

Item	Cost	Available	Notes
Basso's Bond	750 G	After Chapter 1	Reduces the cost of shady merchant resources by 25 percent.
Crosswind Medallion	140 G	After Chapter 1	Reduces the chance of being hit by enemy projectiles, including arrows and throwing darts. Good for aggressive Predators.
Embersage Oil	170 G	After Chapter 1	Reduces the amount of damage suffered from fire and traps.
Grinning Salt	375 G	After Chapter 1	Food items restore more of Garrett's health when consumed. Great for aggressive Predators.
Moss Quiver	325 G	After Chapter 1	Broadhead and sawtooth arrows produce no sound on impact. Ideal for stealth Predators.
Troy's Satchel	1,299 G	After Chapter 1	Increases Garrett's carrying capacity of poppies and food by two (allowing him to carry seven of each). Great for aggressive Predators.
Lucky Coin	290 G	After Chapter 2	Increases Garrett's maximum Focus energy.
Doctor's Orders	155 G	After Chapter 3	Poppies restore more of Garrett's Focus energy when consumed.
Warm Vest	385 G	After Chapter 3	Increases Garrett's maximum health. Great for aggressive Predators.
Blackwing Feathers	3,500 G	After Chapter 4	Increases the damage inflicted by broadhead and sawtooth arrows. Great for Predators.
Ovengut Tonic Water	9,800 G	After Chapter 4	Increases maximum health and Focus energy.
Spectral Aspect	28,000 G	After Chapter 6	Greatly reduces the chances of begin seen by enemies.
Worldslayer	28,000 G	After Chapter 6	Massively increases maximum health and Focus energy.

Checklists

Focus Points

A handful of free Focus points can be found in the adventure and therefore do not need to be purchased from the Queen of Beggars. Some of these are awarded as you progress through the game; others must be discovered by seeking out rare, glowing Focus symbols etched on walls in secret areas. Use the following list to ensure you track them all down.

Free Focus Points

Location	Notes
The City: South Quarter District	While exploring the Fish-Hawker's Market area, enter the secret tavern. The Focus symbol is behind the bar.
Chapter 3: Dirty Secrets	Find the secret trigger book in the Scriptorium area to access a hidden side room with a Focus symbol.
Chapter 4: A Friend in Need	Obtained near the end of the chapter as part of the story.
Chapter 5: The Forsaken	Check the dark nook at the bottom of the Old Prison's stairwell to find the Focus symbol just before you enter the Reformation area.
Chapter 6: A Man Apart	Obtained near the end of the chapter as part of the story.
Chapter 7: The Hidden City	Obtained near the end of the chapter as part of the story.

Checklists

Safe Combinations

BEST OF PRIMA GAMES - 2021

This list of safe combinations for Thief is one of the most popular pages in 2021. We spill all the secrets!

This final list reveals the proper combos to every combination safe in the game.

Safe Combinations

Chapter	Area	Combination
Chapter 1: Lockdown	Serendi Jeweler's Cellar	7, 3, 9
The City Part I	Miss Scarlett's Town House	8, 2, 4.
Chapter 2: Dust to Dust	Workshop	3, 1, 4
The City Part II	Baron's Way South (South Quarter)	8, 4, 2
Chapter 3: Dirty Secrets	Upper Level	5, 7, 3
Chapter 4: A Friend in Need	Safe Chamber	3, 1, 9
Chapter 4: A Friend in Need	Safe Housing	0, 1, 8
Client Job 4: The Carnal Connoisseur	Wine Cellar	8, 1, 2
Chapter 5: The Forsaken	Treatment Center—Third Floor	7, 3, 1
The City Part V	Archie Maxwell's House	7, 7, 6
Chapter 6: A Man Apart	First Floor	8, 8, 9
Chapter 6: A Man Apart	Waiting Hall	0, 1, 7
Chapter 7: The Hidden City	Loading Docks Interior	6, 7, 3
DLC Client Job: The Bank Heist	Outer Vault	6, 3, 2

How to Play

Introduction

As a professional thief, Garrett finds himself in all sorts of sticky situations—but with great risk comes great reward. Give this chapter a thorough read and you'll be ready for anything. From stealth tactics to combat training, this chapter covers all aspects of *Thief* gameplay.

How to Play

Interface

With so much action occurring in Garrett's world, it's helpful to have a firm grasp on the many common indicators and HUD (heads-up display) elements that can appear onscreen.

Light Gem: The Light Gem indicates whether or not Garrett is standing in light or darkness. Rely on this vital HUD element to determine whether Garrett is easily visible to enemies or cloaked in shadow.

Health and Focus: Garrett's current health and Focus energy are measured by the two curved meters near the Light Gem. These meters shrink as Garrett suffers damage and employs his innate Focus ability. Food items restore Garrett's health, while poppies replenish his Focus. Read on to learn more about restoring Garrett's health and using Focus.

Area Name: The name of the current area appears here whenever Garrett moves from one area to another. This helps you keep track of where you've been and where you're going. The walkthrough refers to these in-game area names to help you keep your bearings. To verify the name of the current area, call up the Journal and select the "View Map" option (read on for details).

Objective Marker: Garrett is a man of purpose and almost always has an objective to fulfill. It could be a precious bauble that he must steal or a certain location that he intends to reach. Whatever his objective, this onscreen indicator points toward its location, helping Garrett track it down. Open the Journal to discover details about the current objective.

Minimap: The minimap is a useful tool that helps keep you oriented. Visit the Options menu to either let the minimap rotate as you move or lock it in place so that north is always "up." If you need a more complete view of your surroundings, open the Journal to view the complete map of the current location.

Threat Icons: These icons appear whenever a person begins to take notice of Garrett. Threat Icons are dynamic and change in real time to indicate a person's current state of awareness toward Garrett. When no status icon is present, the person is completely unaware of Garrett. The following table details the various status icons and their meanings.

Weapon & Ammo: This indicates the current weapon you have equipped (arrows, throwable, or flash bomb) and the amount of ammo you have left for that weapon.

Threat Icon	Status	Details
	Unaware	This icon appears when a person begins to take notice of Garrett. The eye slowly fills with white coloring, and if it becomes solid white, the person becomes curious.
	Curious	People become curious if they believe they've seen something move in the shadows or if Garrett makes an unexpected but soft or distant noise. The more pips you see above the eye icon, the greater the person's curiosity. Curious people will walk over and inspect the disturbance without much suspicion. Making people curious is a useful tactic for luring guards away from their posts and has no effect on your end-of-mission Playstyle (read on for details).
	Suspicious	If a person's curiosity continues to grow, they'll eventually become suspicious. Striking a person with a nonlethal projectile or making loud noises close to a person will instantly raise their suspicions. Suspicious people believe there's a prowler about, but they have no actual proof and haven't yet detected Garrett. Suspicious persons will search the environment more swiftly and thoroughly than curious persons, opening cabinets in which Garrett can hide. Raising suspicions is a tracked stat, but it won't affect your end-of-missing Playstyle.
	Cautious	If a person's suspicions are confirmed by a second noise or nonlethal projectile attack, they'll become cautious. This state is very similar to the suspicious state, but the person's movements are more swift and unpredictable. Making people cautious does not affect your Playstyle.
	Alarmed	If a person discovers proof of an intruder, such as an unconscious or dead body, they become alarmed. This state is very similar to the cautious state, and your Playstyle rating is not affected. This is the highest threat level that a noncombative person can reach.
	Alerted	This icon appears when a person has detected Garrett—a worst-case scenario. Alerted guards will chase after Garrett, hunting him down without mercy. It's fight or flight once you see this Threat Icon. Flee to a dark, remote location, or take a stand and battle the threat directly. Being detected isn't the end of the world, but it does cause you to fail certain Thieving Challenges and will lower your chances at achieving the "Ghost" Playstyle (read on for details).

How to Play

Basic Actions

Before we get to the good stuff, let's first review some of the most basic actions Garrett can perform.

Interacting

Garrett can interact with just about everything in his environment. Approach any object that seems interesting, and if Garrett can use it, an action prompt will appear. Common interactions include opening doors and snatching up valuables. Garrett is a thief, after all.

Tip

Use Focus to identify objects with which Garrett can interact.

Observing

Occasionally, you'll be prompted to observe something important in Garrett's surroundings. It could be a group of guards having an interesting conversation or a remote objective. Whenever the "Observe" prompt appears onscreen, be sure to have a look.

Running

Press and hold the Run/Climb/Jump button to make Garrett sprint through his environment. Garrett automatically vaults obstacles, leaps gaps, and scales heights while running. However, running creates more noise than walking, and Garrett is easier to spot while moving at this speed. Avoid running unless it's absolutely necessary, such as when being pursued by guards.

Climbing

Garrett can scale ropes and ladders and can climb onto just about any object that has a flat surface upon which he can stand. This includes walls, crates, pipes, and wooden beams. If you think you can climb an object, approach it and tap the Run/Climb/Jump button to give it a try.

Tip

Important climbable objects commonly feature telltale scuff marks that help you identify them.

Higher walls can also be scaled with the aid of the claw, a special tool that Garrett acquires at the end of the Prologue. Look for distinct metal grates that provide purchase for the claw, then tap the Run/Climb/Jump button to rise up to higher ground. You can also use the claw to reach high ladders, even when no metal grates are about.

Jumping

Garrett can also leap across short gaps using the Run/Climb/Jump button. This can allow him to, say, jump between neighboring rooftops. If you see a surface that looks close enough for Garrett to reach, try jumping and see if he can clear the distance. Just beware of long falls—even the most nimble of thieves is susceptible to gravity.

Tip

Wooden ramps often indicate places where you can perform long jumps.

How to Play

Stealth

Now that we've covered the basics, let's delve into the area in which Garrett truly shines. This section teaches you how to maneuver through Garrett's world without leaving a trace.

Light and Dark

Light is a thief's worst enemy while darkness is his greatest ally. By keeping to the shadows, Garrett can move right past even the most attentive patrol without being noticed. By contrast, Garrett is easily spotted when moving through light, even by distant persons. When plotting your course through an area, always look for darkness that Garrett can exploit.

Creating Darkness

Some areas are just too well lit for Garrett to risk moving through. In these situations, look for opportunities to turn out the lights.

Snuffing Candles

Though they produce little light, even the tiniest of candles can give Garrett away. Fortunately, candles are the easiest lights to deal with. Approach one, and you'll be prompted to snuff it out with a pinch of Garrett's fingers.

Extinguishing Flames

The larger flames of torches, braziers, and open fires aren't so easily quelled; Garrett must use valuable water arrows to extinguish these larger blazes. Strike an open flame with a water arrow, and it quickly goes out. This often causes nearby guards to become curious; inspect the torch, brazier, or fire; and relight it. During this time, Garrett can opt to slip past the guards, pick their pockets, or knock them out from behind.

Light Switches

The invention of the lightbulb has made life challenging for the humble thief, but even electric lights can be put out in some cases. Look for light switches on walls, and press them to shut off the surrounding lights. Again, this may cause nearby guards to become curious, inspect the light switch, and turn the lights back on. Light switches can also be triggered from afar with blunt arrows, but doing so causes a louder sound that may cause nearby guards to become suspicious instead of merely curious.

Peeking and Leaning

The seasoned thief searches his environment thoroughly before making his move. By moving close to the edge of a wall, crate, or similar object, Garrett is prompted to peek around the edge, scouting whatever may lie ahead.

While peeking, Garrett can opt to lean out for a better view. If there's another wall or crate nearby in the direction that Garret is leaning, he'll have the option of changing his cover by darting over to that neighboring object. As long as he's careful, Garrett is unlikely to be noticed while swiftly changing cover.

> **Note**
>
> You might think that Garrett is more visible while peeking and leaning, but such is not the case. As long as he remains hidden in the shadows, Garrett is just as difficult to detect while peeking and leaning as he is when simply hiding in the shadows. Therefore, never feel it isn't safe to sneak a peek.

Silent Movements

Remaining hidden is only half of the stealth game—keeping quiet is equally vital. Even if Garrett is completely hidden from view, nearby guards may become curious or even suspicious if he makes too much noise. Fortunately, Garrett is well versed in the art of silence.

Crouching and Sneaking

Garrett makes little noise while walking, but even less while sneaking. Crouch and then move to sneak. Sneaking has the added benefit of making Garrett more difficult to spot. Unless you have good reason to stand up and walk, remain crouched and sneak around to create as little noise as possible.

Swooping

Whether standing or sneaking, Garrett can perform a swift, silent dash known as a swoop. Swooping allows Garrett to quickly cover short distances without being noticed, for the master thief appears as little more than a shadowy blur. This vital move can hasten Garrett's approach toward unwary guards, and it allows him to dart from shadow to shadow without being seen. Whenever you need to get somewhere quickly and quietly, swoop.

Terrain Effects

Every self-respecting thief wears padded shoes that muffle their footfalls, and Garrett has no shortage of self-respect. Still, even the most softly padded footwear will create sound if one foolishly moves too quickly over noisy surfaces. Carpet and stone are unlikely to produce much sound when traversed, but wooden boards may creak and groan under Garrett's weight. Crossing shallow water is also quite noisy if you don't sneak very slowly. Consider the terrain carefully before you cross, and whenever you're in doubt, sneak.

Broken Glass

Crossing shards of glass won't harm Garrett, but it can produce unwanted noise. There's almost always some way to avoid broken glass, so take a close look at your surroundings and see if you can devise an alternate route. If you absolutely must cross broken glass, crouch and sneak as slowly as possible to soften the sound.

Breakable Objects

Breakable objects, such as glass bottles and ceramic vases, are a ubiquitous threat. Carelessly bumping into such objects may cause them to shatter, raising the curiosity or suspicions of nearby guards. Of course, Garrett can pick up and throw (or shatter with his blackjack) many of these same objects to create useful distractions that can lure guards out of your path or into the shadows, where no one will witness their demise.

Birds and Dogs

Animals are no friend to the thief (aside from Basso's raven, Jenivere, of course). Caged birds will stir if Garrett makes too much noise, bumps into their cages, or if he makes any sudden movements near them, such as swooping, running, or even walking too fast. Stirring up birds causes Garrett to become detected, ruining his chances at certain Thieving Challenges. Worse, riled birds can rouse their owners' curiosity and suspicions. Sneak to ensure you don't startle caged birds, or stir them up intentionally to create a distraction.

Caged dogs are even more bothersome. Should their keen eyes pick up Garrett's unfamiliar form, dogs will begin to growl. If Garrett isn't quick to retreat, dogs will soon bark, raising the suspicions of their masters. Keep well away from dogs, and if you must sneak past them, try to do so from behind to reduce the chances of being seen.

> **Tip**
>
> You can slay birds and dogs with arrows from afar, but their owners are likely to notice their carcasses and become alarmed.

Stealth Takedowns

Stealth has its advantages, the most beneficial (and fun) being stealth takedowns. Sneak up behind a victim and tap the Melee Attack/Takedown button to knock them out with a swing of Garrett's blackjack. Performing a stealth takedown does not kill the victim, but merely knocks them unconscious for the duration of the mission. Each stealth takedown you perform increases your chances of earning the "Opportunist" Playstyle.

> **Tip**
>
> Hold the Melee Attack/Takedown button to instantly grab the victim after performing a stealth takedown. This causes Garrett to automatically loot the body and sets him up for immediate body disposal.

Aerial Takedowns

Another form of takedown involves dropping down on the victim from above. Garrett can perform these stealth takedowns by perching above an unwary target from a significant height. Look for opportunities to perform these exciting takedowns. Each aerial takedown you execute increases your chances of earning the "Predator" Playstyle.

> **Caution**
>
> Stealth takedowns are not silent; aerial takedowns are even louder. Nearby guards will hear the struggle, so it's important to single out lone targets first and split up pairs of guards by creating distractions.

> **Tip**
>
> Once you reach a high vantage, set up aerial takedowns by luring guards beneath you with throwables or blunt arrows.

Opportunist Takedowns

By exploiting his environment, Garrett can achieve a variety of clever takedowns. Though each of these takedowns results in the victim's death, they all increase your chances of earning the "Opportunist" Playstyle due to their ingenuity. In addition, these noisy takedowns are almost certain to draw the attention of nearby guards.

> **Tip**
>
> Use Focus to identify objects that you can use for opportunist takedowns and throwables and blunt arrows to lure victims into harm's way.

Explosive Barrels

Most barrels are nonvolatile, but these special, reddish barrels are filled with explosive substances. Loose a fire or blast arrow into these barrels, then sit back and enjoy the fireworks. The blast radius is quite large, but it's best to wait until the victim(s) are right near the barrel to ensure fatalities.

Flammable Liquids

Whenever you see explosive barrels, there's usually an oil or kerosene spill nearby. These flammable spills can also be found on their own when no barrels are present. Use a fire or blast arrow to ignite the liquid when threats walk through it, and they'll be set ablaze. After several agonizing seconds, the helpless victim collapses, dead.

Hanging Objects

Heads-up: Garrett can use blunt arrows to knock down hanging objects, potentially crushing unsuspecting victims. Such objects include hanging crates, boards, and even chandeliers. Use Focus to identify the object's hinge, then send it crashing down.

Volatile Valves

On rare occasions, Garrett can use blunt arrows to shatter pressurized valves. Depending on the substance flowing inside the pipe, this can result in a burst of flame that kills the victim or a jet of gas that briefly stuns them. It's great fun either way.

Headshots

Scoring a headshot on a victim results in a clean kill that won't draw attention—that is, unless someone hears or sees the murder. Headshots are about as silent as stealth takedowns, and they have the added advantage of eliminating threats from afar, with little risk of being detected. Broadhead and sawtooth arrows are ideal for scoring headshots.

Sadly, most guards are smart enough to wear helmets that protect their skulls. To execute a headshot on a helmeted guard, aim for the face or throat. If you strike the helmet, the guard will merely be stunned. Naturally, headshots kill the victim and therefore increase your chances at earning the "Predator" Playstyle.

> **Tip**
>
> True headhunters should purchase the "moss quiver" trinket, which causes broadhead and sawtooth arrows to produce no sound on impact, further assuring silent kills. See the following "Shady Merchants" section for details.

Hiding Bodies

Should a guard notice a fallen comrade, they'll immediately become alarmed, and a thorough search of their surroundings will ensue. It is therefore wise to conceal the bodies of Garrett's victims after performing a kill or knockout.

Approach a fallen body and hold the Interact button to pick it up. Now you're ready to hide it somewhere. Carry the body into the shadows where no one will see it, then either press the Interact button to toss it to the ground or press the Cancel button to gently set it down. A true pro, Garrett automatically loots any body he picks up (though this does not count as picking a pocket).

Escaping Detection

Sometimes things don't go as planned. If Garrett slips up and is detected by guards, he'll be forced to either fight his adversaries or flee to safety. The former option is covered later in this chapter; the latter is discussed here.

Hiding in Cabinets

If guards are merely curious or even simply headed Garrett's way as part of their normal patrol route, then cabinets make for excellent hiding places. Curious guards won't bother searching them, and neither will guards on their normal patrols. Look to exploit cabinets whenever possible—hide in them and wait for guards to walk past, then slip out and advance before they return. As a bonus, your progress is saved whenever you enter a cabinet (unless guards are currently searching the premises).

Once hidden inside a cabinet, you have the option of exiting quietly or barging out. The latter is useful if a guard is about to search the cabinet, for it will surprise the guard, letting you take the advantage in combat or flee to a new hiding spot.

Fleeing to Higher Ground

When hiding spaces aren't available, fleeing to higher ground is a sound backup plan. Look for tall walls that only Garrett can climb with his claw, and scamper up to safety. Guards will throw darts or fire arrows at you, so retreat out of range and remain hidden until they lose interest and resume their patrols. If you're feeling particularly vengeful, move into position for an aerial takedown after they've lost track of you.

Ducking into Crawl Spaces

Crawl spaces also serve as excellent hiding places, for no guard will think to enter or search them. Duck into a crawl space when you're being pursued, then simply wait for the guards to lose interest. You may need to retreat into the crawl space a bit for this to occur.

> **Caution**
>
> When alerted guards are on the prowl, you cannot enter vent-covered crawl spaces that require the wrench tool to open.

How to Play

Thievery

Now that you've learned how to slink about with the best of them, the time has come to master the fine art of thieving.

Using Focus

After the Prologue, Garrett gains the ability to use Focus. By engaging Focus, objects of interest and value become clearly visible, helping you discover everything of use or worth in the area. This includes objects with which Garrett can interact, such as cabinets, ladders, and drawers, along with precious, precious loot. When using Focus...

- Loot and objects of interest glow blue.

- Threats and traps glow red.

Using Focus consumes Garrett's limited supply of Focus energy, so engage it sparingly. First, search the area with the naked eye and grab everything you see, then briefly engage Focus to ensure you haven't missed anything. Should Garrett run out of Focus, consuming a poppy will restore it. Open Garrett's inventory to see how many poppies he's carrying and consume one if you like.

Note

Later in the adventure, Garrett gains the ability to upgrade his Focus abilities. Flip ahead to the "Focus Abilities" section for complete details.

Prying Windows

The most precious valuables are often hidden indoors, and Garrett has many methods of breaking and entering. One method involves prying open windows. Such windows feature soft light that shines through the sill and can be easily identified with Focus.

Approach a window and see if Garrett can pry it open. Ensure that no one is watching, then go about the illicit act. Not every window can be pried open.

Caution

Garrett cannot pause to pry open windows while alerted guards are in pursuit.

Searching Drawers

Many loot items lie around for the taking, but others are kept inside of drawers, cabinets, chests, and so on. Open every compartment you see, using Focus to ensure you haven't missed any. Once you've searched a drawer, cabinet, or the like, it no longer glows blue with Focus.

Picking Locks

If a chest, drawer, or cabinet is locked, you know there's something good inside. Locks come in all shapes and sizes, but the most common are simple tumbler locks. These are short work for Garrett; inspect them and the master thief will whip out his lockpicks, ready to work.

Picking a tumbler lock is easy; just search for each pin's sweet spot, locking each pin into position. The more pins a tumbler lock features, the more challenging it is to find their sweet spots. Picking a difficult tumbler lock takes time, so ensure that no one will spot you in the process. Certain upgrades and Focus abilities can hasten the process (read on for details).

Combination Locks

Combination locks are commonly found on wall safes, and they cannot be picked. Discovering the correct combination is the only way to open these advanced locks. Clues are usually found nearby, so search the area for documents or cleverly hidden numerical values. In a pinch, consult the walkthrough to discover the combinations to every lock in the game.

Special Locks

Some locks are even more advanced than combination locks, requiring special means to open. This could involve solving some sort of puzzle or discovering a unique key. Every lock can be opened, so don't give up. The more challenging the lock, the more worthy the reward.

Hidden Switches

Hidden switches come in all shapes and sizes, and they all have one thing in common: They help you discover important secrets and precious valuables.

For example, wall safes are commonly concealed behind paintings. To access these hidden safes, you must first find one or more switches hidden around the painting's frame. Use Focus to identify suspicious paintings, then inspect them to begin searching for their hidden switches. The process is much the same as picking a lock: feel around the frame for the switches, pressing each one when you find it. Once you've pressed all switches, the painting slides away, exposing the safe (or whatever else might be behind it).

Some switches are disguised as unassuming books on bookshelves. Slide your hand across the books in search of the hidden trigger book, then pull it to create a beneficial change in the environment.

Other switches are simply hidden in Garrett's surroundings. It could be a small notch on a barrel, a little button on a desk, or a loose brick in the wall. These subtle switches can be tough to spot, so use Focus to ensure you don't miss them.

Picking Pockets

Thieves needn't resort to violence when it comes to relieving people of their valuables. Sneak up behind a person unnoticed, and you'll be prompted to lift their coin purse (or any other valuables they might be carrying). Do so quickly, then quietly retreat with your haul. Or simply knock out the target afterward.

Some people carry multiple coin purses, and each one must be lifted individually—unless you possess the "Dexterity" Focus ability. Other people possess unique treasures, such as earrings, or even vital items needed for advancement, like keys. Not everyone has something to steal, though. If you don't see a coin purse or similar sparkly object hanging from a person's belt or earlobes, it's a safe bet that they're broke.

Note

Picking pockets is a tracked stat, but it doesn't affect your Playstyle. You only get credit for picking pockets if you do so before knocking out or killing the victim.

Tip

Upgrade the "Dexterity" Focus ability, and you can quickly pickpocket multiple items from a single person, placing you at less risk of being detected.

How to Play

Tools of the Trade

A thief's tools can be just as important as his wits. Let's explore the many different weapons and gadgets at Garrett's disposal.

Using the Bow

Garrett's powerful bow is a marvel of modern design. It collapses for easy storage and springs to readiness at a moment's notice. Tap the Use Bow button to ready the weapon, hold the button to aim, and release the button to fire. The longer you hold the Use Bow button, the more precise Garrett's targeting reticle becomes—look for the reticle to animate or gain crosshairs to ensure that your aim is true. Just don't hold the button for too long, or the reticle will begin to expand again, indicating that Garrett is losing focus. If you miss your window or decide not to fire, press the Cancel button to quit aiming. Press the button again to store the crossbow.

The crossbow can fire a variety of arrows, each with their own special uses and benefits. The following table details each type of arrow that Garrett can acquire.

Arrow Types

Arrow	Max. Carry (Default)	Description
Blast Arrows	3	These arrows create a large explosion on impact, shattering breakable objects, detonating explosive barrels, igniting kerosene spills, and killing guards. They can't be acquired until you've advanced to "Chapter 4: A Friend in Need."
Blunt Arrows	15	These arrows have no arrowhead and therefore inflict little damage. Use them to hit distant switches or ladder cranks, or fire them at surfaces to create noise and distract guards. Hit a guard in the head to stun him for a brief time.
Broadhead Arrows	5	These arrows feature a sharp arrowhead and are intended to wound and kill Garrett's adversaries from afar. Score a headshot, and the victim will be instantly and silently killed. (Aim for the face/throat area if the target wears a helmet.)
Choke Arrows	5	These arrows release a cloud of noxious gas on impact, temporarily choking the victim and rendering them helpless for a brief time. This can allow Garrett to slip past the target or take them out with less effort. Victims of choke arrows become instantly suspicious. Choke arrows can also extinguish open flame light sources, just like water arrows, and will knockout caged birds and dogs.
Fire Arrows	10	These arrows create a small, fiery explosion on impact. They won't set people on fire, but they can ignite flammable objects, such as explosive barrels or pools of kerosene. Use Focus to spot flammable objects in the area, then look for opportunities to ignite them with fire arrows. This can create a distraction or burn up Garrett's adversaries, killing them.
Rope Arrows	5	These arrows have long ropes attached to them. Fire them at anchor beams, and Garrett will be able to climb the rope afterward to reach higher ground. Anchor beams can be easily identified with Focus.
Sawtooth Arrows	3	These arrows have a sharp, serrated arrowhead, helping them penetrate armor and inflict lethal damage. Use them to gravely wound or slay distant threats.
Water Arrows	10	These arrows release a small burst of water on impact. Use them to douse open flames, such as torches, braziers, and fires, so that you may sneak through the darkness unseen. Beware that guards become curious when a nearby flame is doused and often move to relight it.

Inventory Menu

Every usable item that Garrett carries can be accessed by opening his inventory. Press the Open Inventory button to call up the inventory, then select the item you wish to equip. The in-game action slows to a crawl while you view Garrett's inventory, so take your time and pick the right item for the job.

Quick Swap

Two of Garrett's inventory items can be set to Quick Swap buttons. Hold one of the Quick Swap buttons, and you'll be prompted to set an item to it. Once set, the item can be quickly readied by tapping the corresponding Quick Swap button. This saves you from having to open Garrett's inventory each time you wish to use your favorite items. Water arrows and broadhead arrows are set to the Quick Swap buttons by default.

Food and Poppies

Food items restore Garrett's health, and poppies replenish his Focus. Keep an eye out for these restoratives, using Focus to spot them. Once collected, food and poppies are stored in Garrett's inventory. Open the inventory and press the indicated button to consume food or poppies. Consuming just one of these items will replenish a large amount (about two-thirds) of Garrett's health or Focus.

Throwables

Glass bottles and other throwable items are found practically everywhere. Garrett can pick up and carry one throwable item with him. Open the inventory to select the item, then take aim and throw it to create a noisy distraction. Distracting guards can set them up for pickpocketing or stealth takedowns or can simply allow Garrett to slip past unseen. Just be careful not to throw the item too close to guards, or they may become suspicious instead of merely curious.

Tip

Hurl throwables in the face of guards to stun them, setting them up for further punishment.

Flash Bombs

When you're about to be detected and there's no hope of escape, drop a flash bomb to create a blinding spark of light that stuns nearby enemies, giving you a chance to flee the scene. Garrett can carry up to five of these valuable items with him.

Note

Flash bombs inflict great damage against Freaks, which are encountered later in the adventure.

Wrench Tool

After "Chapter 1: Lockdown," Garrett has the option to purchase tools, upgrades, and other items from a shady merchant in the City. The wrench tool is the best early purchase he can make, for it quickly pays for itself by allowing Garrett to open vent-covered crawl spaces that lead to secret areas and hidden treasures. Some of these crawl spaces provide Garrett with tactical advantage, allowing him to take shortcuts through areas, circumventing guards and facilitating infiltration. No master thief should be without this versatile tool.

In addition, the wrench can be used to unscrew special plaques from walls of buildings around the City. Though they afford no monetary value, these plaques are counted as collectibles, and each one dishes out a bit of the City's troubled history.

Razor Tool

After "Chapter 2: Dust to Dust," the shady merchant offers a new tool: the razor. Though sharp enough to kill, this slick blade cannot be used in combat. Instead, Garrett uses the razor to slice certain paintings out of their frames, stealing them. Like the aforementioned plaques, these stolen paintings cannot be sold for gold; instead, they count as special collectibles that Garrett uses to liven up his secret hideout, the Clock Tower. Pick up the razor tool as soon as you can, or else you'll need to revisit certain chapters and side jobs in order to claim all of their collectibles.

Tip

Collectible plaques and paintings glow blue when viewed with Focus.

Wire Cutter Tool

The wire cutter tool is also sold by the shady merchant after "Chapter 2: Dust to Dust," and it comes in quite handy. Purchase it as soon as you can, then use the wire cutter to hack into every metal control box you see on walls. Hacking these boxes can have a variety of beneficial effects, including disabling traps, opening sealed doors, and revealing hidden secrets. A must-have for any professional thief.

Tip

Use Focus to identify traps, then trace their cables back to the traps' control box.

How to Play

Shady Merchants

As previously mentioned, Garrett is able to trade with a shady merchant after "Chapter 1: Lockdown." The merchant stands in the alley near Basso's tavern, the Crippled Burrick, and offers a section of useful goods (see the following table). We highly recommend keeping a healthy supply of water arrows, blunt arrows, and rope arrows on hand at all times and to purchase the wrench, razor, and wire cutter tools as soon as they become available. Everything else really depends on your Playstyle.

Other merchants can be found around the City, and some even appear during certain missions. These guys aren't as well stocked as the shady merchant, but they do sell the basics: arrows, food, and poppies. The walkthrough mentions these special vendors whenever they appear.

Tip

Sell unwanted food, poppies, arrows, and other resources to merchants for some quick coin. They'll buy items for half their selling price, so it's a fair trade.

Shady Merchant Resources

Item	Cost	Available	Notes
Blunt Arrow	1 G	After Chapter 1	Ideal for stunning guards, triggering remote switches, shattering breakables, and creating distractions. Always keep some on hand.
Broadhead Arrow	15 G	After Chapter 1	Standard attack arrow. The "Predator" Playstyle's best friend. Aim for the head.
Choke Arrow	15 G	After Chapter 1	Releases a noxious gas on impact that momentarily incapacitates the target. Ideal for setting up takedowns or escapes.
Fire Arrow	20 G	After Chapter 1	Generates a small burst of flame on impact that can ignite flammable materials. Useful for Opportunists and invaluable vs. Freaks.
Rope Arrow	15 G	After Chapter 1	Stick these into anchor beams to lower ropes and reach new areas. Try to keep a full supply on hand.
Water Arrow	4 G	After Chapter 1	Releases a small burst of water on impact that douses torches, braziers, and other open flames. Very handy for all Playstyles.
Flash Bomb	25 G	After Chapter 1	Drop these at your feet to create a blinding flash that disorients nearby people, setting up takedowns or escapes. Handy for aggressive Predators and useful against Freaks.
Food	25 G	After Chapter 1	Restores about one-third of Garrett's health when consumed. Keep some with you at all times.
Poppy	35 G	After Chapter 1	Replenishes about one-third of Garrett's Focus energy when consumed. Pricey but invaluable if you enjoy using Focus.
Blast Arrow	140 G	After Chapter 4	Creates a large blast on impact that kills enemies, breaks objects, and ignites flammables. Can decimate small groups of threats. Expensive but worth it.
Sawtooth Arrow	50 G	After Chapter 4	Advanced version of the broadhead arrow. The arrowhead's serrated blades penetrate armor and are quite lethal. Another favorite of the Predator.

Shady Merchant Tools

Item	Cost	Available	Notes
Wrench	500 G	After Chapter 1	Handy tool used to open grates and remove bolted plaques. Buy one immediately.
Razor	250 G	After Chapter 2	Used to cut out collectible paintings from their frames. An important early purchase if you wish to find all of the collectibles in the game.
Wirecutter	225 G	After Chapter 2	Invaluable tool that lets Garrett hack small control boxes. This can disable traps, open doors, and reveal secrets. Buy it without delay.

Shady Merchant Upgrades

Item	Cost*	Available*	Notes
Blackjack Damage	750 G, 1,750 G, 2,495 G	After Chapter 1, After Chapter 3, After Chapter 5	Increases the damage of Garrett's attacks in melee combat. Handy for aggressive Predators.
Bow Balancing	700 G, 1,800 G	After Chapter 1, After Chapter 3	Reduces aiming time with the bow, allowing for faster precision shots. Useful for stealth Predators.
Bow Shot Strength	900 G, 1,400 G, 2,600 G	After Chapter 1, After Chapter 3, After Chapter 5	Increases the amount of damage dealt with arrows. Great for stealth Predators.
Leather Hardening	750 G, 1,450 G	After Chapter 1, After Chapter 3	Reduces the amount of damage Garrett suffers from all forms of attack, including melee blows, arrows, throwing darts, traps, and fire. Excellent for aggressive Predators.
Lockpick Quality	150 G, 420 G	After Chapter 1, After Chapter 1	Increases lockpicking sensitivity, helping you find the pins' sweet spots more easily. Useful for all Playstyles.
Quiver Capacity	600 G, 2,500 G	After Chapter 1, After Chapter 1	Increases the amount of arrows Garrett can carry in his quiver. Great for stealth Predators.
Leather Oil	1,400 G	After Chapter 2	Enables Garrett to move more silently across noisy surfaces. Useful for Ghosts and Opportunists.
Leather Padding	500 G	After Chapter 1	Allows Garrett to fall from greater heights without suffering damage.

* Most upgrades feature several "tiers." The costs and availability shown here reflect the price and availability for each individual upgrade.

Shady Merchant Trinkets

Item	Cost	Available	Notes
Basso's Bond	750 G	After Chapter 1	Reduces the cost of shady merchant resources by 25 percent.
Crosswind Medallion	140 G	After Chapter 1	Reduces the chance of being hit by enemy projectiles, including arrows and throwing darts. Good for aggressive Predators.
Embersage Oil	170 G	After Chapter 1	Reduces the amount of damage suffered from fire and traps.
Grinning Salt	375 G	After Chapter 1	Food items restore more of Garrett's health when consumed. Great for aggressive Predators.
Moss Quiver	325 G	After Chapter 1	Broadhead and sawtooth arrows produce no sound on impact. Ideal for stealth Predators.
Troy's Satchel	1,299 G	After Chapter 1	Increases Garrett's carrying capacity of poppies and food by two (allowing him to carry seven of each). Great for aggressive Predators.
Lucky Coin	290 G	After Chapter 2	Increases Garrett's maximum Focus energy.
Doctor's Orders	155 G	After Chapter 3	Poppies restore more of Garrett's Focus energy when consumed.
Warm Vest	385 G	After Chapter 3	Increases Garrett's maximum health. Great for aggressive Predators.
Blackwing Feathers	3,500 G	After Chapter 4	Increases the damage inflicted by broadhead and sawtooth arrows. Great for Predators.
Ovengut Tonic Water	9,800 G	After Chapter 4	Increases maximum health and Focus energy.
Spectral Aspect	28,000 G	After Chapter 6	Greatly reduces the chances of begin seen by enemies.
Worldslayer	28,000 G	After Chapter 6	Massively increases maximum health and Focus energy.

How to Play

Focus Abilities

In addition to the shady merchant, Garrett can also visit with another helpful soul after “Chapter 1: Lockdown”: the Queen of Beggars. This wise woman knows everything that’s worth knowing about the City and its inhabitants and will help Garrett unlock his full Focus potential—for a small donation.

The first time you visit the Queen of Beggars, she’ll graciously give you a Focus point. This precious resource can be spent at any time to upgrade one of Garrett’s many Focus abilities. Simply open the Journal and select “Focus Upgrades” to begin the process. Pick the ability that you wish to upgrade, and the Focus point will be consumed. After that, you can donate 150 gold to the Queen of Beggars to purchase a second Focus point. The third Focus point you receive from her will cost you 300, and the fourth 450. The value continues to increase by a factor of 150 gold for each subsequent Focus point.

Note

Garrett’s Focus energy is fully replenished each time he spends a Focus point to upgrade an ability.

The Queen of Beggars is your primary resource for Focus points, but free points can also be found in certain chapters and in The City. Look for glowing symbols etched on walls, and simply stare at these symbols for a moment to obtain a Focus point. The following list details the locations of these free points (consult the walkthrough for more detailed descriptions on where to find them):

The City: South Quarter District —While exploring the Fish-Hawker’s Market area, enter the secret tavern. The symbol is behind the bar.
Chapter 3: Dirty Secrets —Find the secret trigger book in the Scriptorium area to access a hidden side room.
Chapter 4: A Friend in Need —Obtained near the end of the chapter as part of the story.
Chapter 5: The Forsaken —Check the dark nook at the bottom of the Old Prison’s stairwell just before you enter the Reformation area.
Chapter 6: A Man Apart —Obtained near the end of the chapter as part of the story.
Chapter 7: The Hidden City —Obtained near the end of the chapter as part of the story.

How to Play

Loot

Sneaking around in the shadows wouldn't be very profitable if weren't for the fine art of burglary. Loot comes in all shapes and sizes, and it's all there for the taking.

Common Loot

Anything of value that isn't tracked as a collectible in the Journal is considered to be common loot. This includes loose coins, piles of gold, and valuables that can be fenced, such as cups, pens, candlesticks, cutlery, and much more. Everything that Garrett can get his gloves on is worth taking. Challenge yourself to find every last piece of common loot in the game. The walkthrough's handy maps and checklists will be of invaluable assistance to you in this effort.

Collectible Loot

Anything that's tracked in the Journal as a collectible is considered to be collectible loot. These precious baubles are far more rare than common loot and are often kept in secret areas or under heavy guard. Some collectible loot items must be stolen in order to advance, such as the Jeweled Mask in "Chapter 1: Lockdown." Search high and low for these worthy prizes, and consult the walkthrough to ensure you don't miss any.

Note

You must collect all of a chapter's common and collectible loot items in order to satisfy the "lift all loot items" Thieving Challenges (read on for details).

Tip

Fully upgrade the "Intuition" Focus ability, and telltale handprints will appear near collectibles when you engage Focus.

Documents

Though not technically loot, documents are also tracked in the Journal and are therefore worthy of collecting. Many documents provide clues to cracking safes or solving puzzles, though some merely help to fill in the plot. Whenever you see a letter, book, note, or a notice that's pinned to a wall, collect it. Then open your Journal and see what wisdom the document has to impart.

How to Play

The Journal

Over the years, Garrett has found it helpful to keep a careful record of his goals and deeds. This record is known as the Journal. Open the Journal at any time to review all of Garrett's objectives and accomplishments.

Journal: Objectives

Visit the "Objectives" section of the Journal to view Garrett's current objective, along with his progress in the chapter's Thieving Challenges.

Thieving Challenges

Every story chapter and client job in *Thief* features four unique Thieving Challenges. Common examples include remaining undetected for the entire mission or lifting all of the common and collectible loot items in the stage. Though completely optional, Thieving Challenges add an extra layer of depth to each mission. Garrett also receives large sums of bonus gold whenever he completes a new Thieving Challenge.

Thieving Challenges sometimes conflict with each other, so it's not always possible to complete all Thieving Challenges in one attempt. It's therefore wise to go for the challenges that pair best with your favorite Playstyle. For example, if one Thieving Challenge asks you to perform a number of headshot kills during the mission, then that will pair best with the "Predator" Playstyle. Read on to learn more about Playstyles and the actions that can affect them.

Side Jobs

Like Thieving Challenges, side jobs are optional tasks that Garrett can complete to increase his wealth. Unlike Thieving Challenges, side jobs are undertaken between story chapters (not during them). Garrett's longtime friend Basso is your main source for side jobs, but several other clients around the City offer them as well.

Basso's jobs are short and simple and can be easily completed as you explore the City. Client jobs are much more involved and function more like mini-chapters, complete with their own set of Thieving Challenges for you to pursue.

Follow along with the walkthrough, and you'll accomplish all of Basso's side jobs as you explore the City. The walkthrough also indicates whenever new client jobs are available, but due to their length and involvement, all client jobs are covered in a separate chapter of this guide. Flip to the "Client Jobs" chapter to find their detailed walkthroughs.

Journal: Player Progression

The Journal's "Player Progression" menu is a fantastic resource for keeping track of your accomplishments. This menu features the following informative submenus:

Statistics: View all of the game's most important tracked stats, including the number of loot items discovered, the total gold you've stolen, and your progress in the active Thieving Challenges. Use this vital information to ensure you're keeping pace with the walkthrough.

Tools & Upgrades: Whenever Garrett acquires a new tool or upgrade, its information is recorded here for future reference.

Trinkets: Similarly, any new trinkets that Garrett acquires are detailed here for future reference.

Resources: As above, any new resources that Garrett acquires are detailed here for future reference.

Journal: Focus Upgrades

As previously mentioned, Garrett can spend precious Focus points to increase his many Focus abilities. Open the Journal and select "Focus Upgrades" to spend the Focus points you've accumulated. Even if you don't have points to spend, you can visit this menu to review the various abilities you've taken and plan out which ones you'll upgrade next. Garrett's Focus energy is fully restored each time he upgrades a Focus ability.

Journal: Collectibles

Loot is found all over the place, but only the rarest and most prized valuables are tracked in the Journal as collectibles. Visit this section of the Journal to view every collectible you've found in glorious detail. The walkthrough will help you track down every last collectible in Garrett's world.

Journal: Documents

Visit the documents section of the Journal to view and read every collectible document that Garrett has discovered. Be sure to read each document carefully, for many provide vital clues that aren't always obvious at first glance.

Journal: View Map

Every time Garrett visits a new area, his Journal's map is updated. Check the map often to find your bearings, verify the name of the current area, and plot courses through the environment. Once you're fairly certain of the route you wish to take, you can use the in-game minimap to stay on track without having to open the Journal and repeatedly check the full map.

Note

Some maps feature several areas, and some areas (particularly vertical one) are spread across multiple maps. The walkthrough uses the in-game area names to help you keep your bearings.

Note

Secret rooms and passages won't appear on the Journal's maps until they've been accessed, but they're all shown on the walkthrough's maps. It wouldn't be very helpful if they weren't!

How to Play

Combat

The goal of most thieves is to loot and plunder undetected, but sometimes this just isn't practical. When push comes to shove, Garrett can defend himself with the best of them.

Threats

Caged birds, caged dogs, and civilians can detect Garrett and give him away, but they can't actually harm him. Instead, these creatures and people are intended to alert the real threats: guards and Freaks.

Guards

Guards are the most common threats that Garrett encounters. You can easily overcome them individually, but they pose grave danger when battled in groups. Use stealth and diversionary tactics to split up guards you wish to neutralize, taking them out one at a time. Before making a move, observe the guards carefully and identify their weaponry and armor:

- **Sword Guard (Leather Armor):** Bring these lightly armored guards to their knee with just three blows from Garrett's blackjack, setting them up for combat takedowns. They wield deadly swords and commonly wear "skullcap" helmets that leave their face and neck exposed for headshots.

- **Sword Guard (Chain Mail):** These guards possess thick mail armor that is very effective at absorbing Garrett's blackjack blows. Coupled with their aggressive swordplay, these are the most dangerous guards that Garrett can face in melee combat. Defeat them with takedowns or headshots from afar.

- **Crossbow Guard (Plate Mail):** These guards wear heavy plate mail and larger, brimmed helmets that leave only their faces exposed. They are dangerous from range but pose little threat in melee combat. Four blackjack strikes buckles them, prompting the combat takedown.

- **Crossbow Guard (Leather Armor):** These guards appear later in the adventure. They are similar to the aforementioned crossbow guards, except they wear much lighter armor. Ironically, their stylish hats provide no defense against arrows, making them easy marks for headshots.

- **Torch/Lantern Guards:** These guards carry light sources with them that cannot be doused with water arrows. However, their lights are instantly extinguished the moment the guard is neutralized. Depending on the situation, it's sometimes best to tackle these guards first, save them for last, or avoid them altogether. They wield swords and may possess either leather or chain mail armor.

Freaks

These shambling horrors are encountered later in the adventure. They're the product of horrible experiments gone awry. Freaks possess tremendous agility but slowly stalk their environment until a threat is suspected. They're blind but possess extremely keen hearing, making them difficult to sneak past. Once their suspicions are raised, they use Focus to seek out threats swiftly and effectively.

Freaks are often encountered in groups, and attacking one is almost certain to draw others. Though immune to most attacks, they are highly vulnerable to fire. Score headshots with fire arrows to kill them from range, or look to ignite explosive barrels and kerosene spills to burn them up. Turn their keen hearing against them by using throwables and blunt arrows to lure whole mobs of Freaks into range of a blast arrow or onto flammable liquids before setting the substance ablaze.

Tip

Use Focus to search for explosive barrels and flammable liquids in your surroundings whenever Freaks are about.

Tip

Flash bombs are also very effective against Freaks.

Dodging

Garrett's light garb is ideal for stealth but offers little protection against the sword. Mastering the art of dodging is therefore vital. Press the Dodge button in combination with any movement direction to make Garrett perform a swift step in that direction, avoiding attacks. Dodging takes a bit of practice but is extremely effective once mastered.

Melee Attacks

After dodging a guard's attack, it's important to follow up with a blow of your own. Garrett's weighted blackjack inflicts significant damage, but it takes several hits to defeat an adversary in direct combat. It's therefore wise to dodge first and then counter with a series of blows before the opponent can recover. If you're quick, you can knock out a guard in short order without suffering a scratch.

Tip

If things aren't going your way in combat, drop a flash bomb and flee.

Combat Takedowns

After critically wounding an adversary, be it through melee blows or arrows, Garrett can opt to close in and perform a combat takedown. Hold the indicated button to perform the move, and Garrett will knock out the victim with one swift blow. Like stealth takedowns, combat takedowns do not kill the victim; they merely render them unconscious for the duration of the mission. If you fail to perform a combat takedown, the victim will quickly recover and resume the attack. Combat takedowns increase your chances of earning the "Predator" Playstyle.

How to Play

End-of-Mission Screen

Upon completing a story chapter or client job, you're treated to an end-of-mission breakdown that rates your performance. An array of information is displayed here, and knowing exactly what it all means is crucial if you hope to achieve top scores (maximum gold) from every stage.

Playstyles

Upon completing each mission, you're awarded one of three Playstyles: Ghost, Opportunist, or Predator. Each comes with its own prize value in gold, the amount of which varies from mission to mission (see the walkthrough for exact figures). Many factors can influence your Playstyle, and whichever slice of the pie chart is largest at the mission's end is the Playstyle you receive.

Ghost: Remaining undetected is the only factor that affects this Playstyle. The more times you're detected, the less likely you are to receive this Playstyle. But even if you're detected several times, if you perform no (or very few) actions that increase other Playstyles, you will still likely end up with the Ghost Playstyle.

Opportunist: Many factors can increase your chances of earning this Playstyle. The complete list includes turning off lights, extinguishing flames (even candles), causing distractions with throwables or arrows, performing stealth takedowns, and executing opportunist takedowns.

Predator: Racking up kills with arrows is the safest and easiest way to increase your chances of earning the Predator Playstyle. Other methods include performing aerial takedowns and combat takedowns, or simply knocking out adversaries in combat (without performing the combat takedown when prompted).

Thieving Challenges

As previously stated in this chapter, every mission features four Thieving Challenges that you can attempt to fulfill. Completing these earns you bonus gold, but each Thieving Challenge is tied to a Playstyle, so you can only complete one Thieving Challenge per mission. For example, you can't complete a mission's Predator and Opportunist Thieving Challenges in the same playthrough, even if you meet the criteria for both - you'll only receive gold for the Thieving Challenge that matches your ending Playstyle. The sole exceptions are Hybrid Thieving Challenges: these can be completed in addition to other Thieving Challenges that are tied to the three Playstyles.

Note

All missions feature two Thieving Challenges: "remain undetected" and "lift all loot items." The other two challenges vary from mission to mission.

Note

You must discover all collectible and common loot items in order to fulfill the "lift all loot items" challenge. Check the Journal's "Statistics" page to track your progress.

Statistics Breakdown

The end-of-mission screen also shows a statistical breakdown of your actions. This same information can be view during the course of the mission by calling up the Journal's "Statistics" page. Here's what each stat means:

- **Collectibles Found**: The number of collectible loot items you've discovered. This does not include common loot items or documents.
- **Total Stolen in Gold**: The amount of gold you've stolen. This total is reached by adding up the value of all common loot items, as well as any gold that can be looted from guards and civilians.
- **Loot Found**: The number of common loot items you've discovered, such as ink bottles, pens, cutlery, flasks, gears, and so on. This total does not include collectible loot items or documents.
- **Pockets Picked**: The amount of pockets you picked. Each time you steal a coin purse, earring, or other such valuable that's carried by a person, this value increases by one. If a person carries multiple items, you can pick their pocket multiple times and quickly increase this score. Looting dead or unconscious persons does not count toward this total; you must sneak up behind a target and pick their pocket before you kill them or knock them out.
- **Locks Picked**: The number of tumbler locks you picked in the stage. This includes locked doors, safes, cabinets, drawers, chests, and so on. Combination locks and locks requiring keys do not count toward this total.
- **Knockouts Performed**: The number of persons you knocked out during the stage. This includes stealth takedowns, aerial takedowns, combat takedowns, and simply knocking someone out in melee combat with the blackjack. Stealth takedowns increase your chances of earning the "Opportunist" Playstyle; all the rest increase your chances of earning the "Predator" Playstyle.
- **Suspicions Raised**: The number of times guards or civilians became suspicious of your presence (indicated by a yellow or orange Threat Icon). Raising suspicions has no affect on your Playstyle ratings; it's merely a tracked stat.
- **Times Detected**: The number of times you were detected by guards or civilians (red Threat Icon). Being detected reduces your chances at earning the "Ghost" Playstyle rating and causes you to fail the "remain undetected" Thieving Challenge found in every mission.
- **Kills Made**: The number of people you killed during the mission. Kills can only be accomplished with arrows or by triggering opportunist takedowns. Killing people with arrows increases your chances of earning the "Predator" Playstyle. Killing people with opportunist takedowns increases your chances of earning the "Opportunist" Playstyle.

Walkthrough

Introduction

Welcome to the walkthrough! This chapter of the guide provides an easy-to-follow, step-by-step progression for *Thief*. Here you'll find helpful puzzle solutions, clever stealth tactics, and vital maps and checklists designed to expose every bit of loot in the levels. Before we begin, let's first review everything that the walkthrough has to offer.

Chapter Stats

Each story chapter begins with a comprehensive list of stats pertaining to the mission at hand. Here's what the stats mean:

Collectible Loot Items: The number of collectibles to be found in the chapter. These special pieces of loot are showcased on the Journal's "Collectibles" page. Due to their rarity, collectibles are spotlighted in special boxes whenever they can be obtained.

Common Loot Items: The number of common loot items to be found in the mission. This includes all goods that can be fenced for gold, such as cups, pens, candlesticks, gears, and so on. Because there are so many common loot items to find, special checklists and progression flags appear in the walkthrough to help you track them all down.

Pockets to Pick: The total number of pickpocketing opportunities you have during the mission. Challenge yourself to pick every pocket!

Locks to Pick: The total number of locks that can be picked during the mission. This includes locked doors, safes, boxes, chests, and so on. Gotta pick 'em all!

Threats (Guards/Freaks): The total number of threats encountered in the mission (guards and/or Freaks). Civilians and caged birds/dogs are not counted, as they can't actually harm you.

Thieving Challenges Tables

These tables provide information on the mission's unique Thieving Challenges. Fulfilling these optional challenges can earn you significant amounts of bonus gold, as detailed in the opening "Thieving Challenges" tables.

Tip

Certain Thieving Challenges pair with specific Playstyles. If you aren't sure which challenges to go for, focus on the amounts of gold that can be won from them. Weigh your options carefully and decide which mix of Playstyle and Thieving Challenges will earn you the most gold at the mission's end. You can't go wrong with gold!

Thieving Challenge Progression Flags

Thieving Challenge: "Example" (1/1)

Many Thieving Challenges require you to perform a certain number of actions, such as stealing all of the mission's loot or knocking out a specified number of people. To ensure that you're keeping pace with the walkthrough, special flags appear each time you can advance in a Thieving Challenge. Whenever you see these flags, call up the Journal's "Statistics" page to view your progress in the Thieving Challenges and make sure you're still on track.

Tip

Top Tips

Each mission also begins with a quick list of tips that give you an advantage going into the stage. Here are some nonspecific examples:

- Use the walkthrough's maps and checklists to track down every piece of loot.
- Mark off each loot item in the checklists as you find them.
- Follow the walkthrough carefully and you won't miss a thing!

Collectible and Document Boxes

Lastly, the walkthrough features two types of special boxes that appear whenever a tracked collectible or document can be found. Open the Journal, and you'll see that a specific amount of collectibles and documents can be acquired in the game. As such, these boxes are numbered throughout the entire walkthrough—not just in the story chapters, but also in the City (the sprawling hub zone) and even in the optional side jobs. If the numbering of these boxes seems to jump around, you may have missed something in the City or perhaps you chose not to undertake a side job when it first became available. Whatever the case, these boxes, in combination with your Journal, will help you track down every last document and collectible. Good luck!

Maps

Locations of these items are labeled on the relevant maps:

Walkthrough

Prologue: The Drop

Basso warned that tonight's job was a dangerous one and to be ready for anything. Oddly he wouldn't give more details but said to go to a marked house in The City. The full instructions will be found written on a secret note hidden inside. Basso was acting strangely. Something feels wrong tonight.

Objective 1: Reach the Drop Location

Area 1: Apartment

Common Loot

Map Icon	Item(s)
	Cup
	Knife
	Saucer
	Teacup
	Pocket watch
	Perfume bottle
	Coin purse
	Pen
	Pocket portrait
	Candlestick
	Flask
	Scissors

Garrett's adventure begins in a small studio apartment. The apparent owner has been imbibing heavily and has passed out in bed. Don't worry about making noise; nothing will wake this unconscious fellow.

Garrett is a master thief, so let's get down to business. Begin by searching the room and swiping everything of value. There's all sorts of loot to steal in *Thief*, so use the maps and checklists provided in this walkthrough to ensure you don't miss anything.

If you like, snuff out each of the room's candles with a pinch of your fingers. This casts the room into darkness—a useful trick that can help Garrett slip through dangerous areas unseen.

Thief is not a game of speed, so take your time and give the apartment a thorough search. Open every cupboard and drawer in search of valuables. Some may be empty, but it's always worth a look.

When you've finished pocketing your plunder, approach the open north window. Climb out of it and onto a wooden beam that spans the street below.

Direct Your Attention

This walkthrough commonly uses compass directions (north, south, east, and west). You may find it helpful to use the in-game minimap as you follow the walkthrough. Press the Toggle Minimap button to bring up or hide the minimap. You can lock the minimap in place through the options.

Normally Garrett can drop from heights like this beam, but not at this moment. Admire the hustle and bustle of the summer festival below before advancing to the far building's window.

When you reach the window, hold the Interact button. Garrett will size up the window, then insert a lever. Rapidly tap the Interact button to pry the window open and enter the building.

Area 2: Attic

Collectible Loot

Map Icon	Item(s)
	The Glittering Plumage

The window leads to a musty attic. Pass through a curtain to reach a room filled with caged birds. Sudden movements send them into a frenzy, so crouch and sneak through the room to avoid stirring them. Make sure you don't bump into their cages, either.

Caution

Don't Be Detected

Alerting the birds will hamper your chances at earning the Ghost Playstyle from this mission, for you'll be detected 10 times if you do so (once for each caged bird).

Note

To view your statistical progress in a mission, open the Journal, select Player Progression, and then choose Statistics. Lots of useful information is shown here. For more information on Playstyles and statistics, see the "How to Play" chapter of this guide.

The painting on the room's east wall catches Garrett's eye. Approach it quietly and press the Interact button to search the painting.

Feel around the edges of the painting's frame until you discover a trigger switch. Press it to make the painting slide away, revealing a wall safe.

Excellent! Now you just need to pick the safe's lock. Garrett is quite skilled in this area. Simply feel around each pin until you've found its sweet spot, then lock the pin in place. Once you set all three pins, you can open the safe.

A precious necklace rests inside the safe. Take it to obtain your first piece of collectible loot.

GOODIE BOX
Collectible Loot #1
Unique Loot (1/9)
"The Glittering Plumage"

A loud noise from the building's rooftop sends the birds into a frenzy. Don't worry; your statistics aren't affected by this, for it can't be helped. Proceed through the nearby open window to reach the rooftops, also known as the Thieves' Highway.

Area 3: Thieves' Highway, Part I

Maneuver around the wooden ledge to discover a small box that rests on a crate. Open the box to obtain a rope arrow.

Open your inventory and select the rope arrow. Garrett automatically readies the arrow in his powerful bow.

Look up (or press the Observe button) and notice the rope-wrapped wooden beam high above you. This sort of beam is known as an anchor beam. Hold the Use Bow/Throw button to aim, then release the button to fire the rope arrow at the anchor beam.

With the rope arrow lodged in the anchor beam, you're able to climb its rope. Press the Run/Climb/Jump button to leap out and grab the rope, then climb up.

When you near the top of the rope, press the Run/Climb/Jump button again to leap over to the nearby rooftop. A fellow thief and old acquaintance of Garrett's named Erin is waiting for you here.

Rooftop Run

Erin reminds Garrett that Basso wanted the two of them to work together on this mission. The thief girl then takes off, sprinting across the rooftops. Hold the Run/Climb/Jump button to pursue her across the roofs.

There's nothing of value to steal on the rooftops, so simply chase after Erin. Garrett deftly leaps gaps and vaults obstacles while running.

Objective 2: Remain Silent and Out of Sight

Area 4: Back Alley

Common Loot

Map Icon	Item(s)
	Scissors
	Coin purse
	Coin purse
	Cup
	Cup

The rooftop run ends in a long slide that lands you in a dark alley. Follow Erin through the alley, crouching to sneak and avoid making noise.

You soon come to an intersection. Approach the edge of the building and press the Interact button to peek down the next street ahead. While peeking, Garrett can opt to lean out for a better view.

Wait until the guards in the next street walk away before making your move. Collect a pair of scissors near the barrels in the alley's north end, then follow Erin down the street, remaining crouched for silence and picking up a lost coin purse as you go.

Area 5: Main Street

At the next intersection, Erin shows off her skill with a nifty tool. She uses some sort of claw to climb a tall wall and reach a high walkway. You have no such tool, unfortunately, so you can't follow her up the wall.

Peek around the street corner. Guards and civilians stand at either end of the street, their backs turned to you. You can't let them see or hear you.

Remain crouched and sneak east, into the shadows on the street's other side. Without leaving the shadows, collect another coin purse and a cup.

Light and Dark

Garrett is all but invisible while crouched in the shadows, but moving too quickly or making noise can give him away. It is therefore wise to crouch and sneak through dark areas if you wish to remain undetected. The slower you sneak, the less likely you are to make noise or be seen. The Light Gem at the lower-left corner of the screen indicates whether Garrett is visible in the light or hidden in shadows.

Go north through the shadows to reach a long ladder. Swipe another cup from the nearby barrel, then climb up to return to the rooftops.

Area 6: Thieves' Highway, Part II

Well done, you've slipped past the folks in the street without raising suspicions. Erin awaits on the rooftops above the ladder, proudly showing off her claw tool once more. Crouch and sneak past the large pipe in pursuit of Erin after she flees.

Drop to the lower rooftop, then observe Erin in the window above. The female thief challenges Garrett to see who can steal the most loot, then vanishes.

You can't reach the window, so cross the nearby beam instead to reach the neighboring roof. Once there, swing Garrett's blackjack to smack the nearby crank, causing a ladder to drop within reach.

Climb the ladder and sneak past more pipes. Keep going until you catch sight of Erin again. The thief girl has already found something of value and excitedly hops to the next building to continue her thieving.

Run and jump through the nearby open window to follow Erin into the building.

Area 7: Voyeur's Apartment

Common Loot

Map Icon	Item(s)
	Scissors
	Bracelet
	Coin purse
	Telescope
	Ink bottle
	Ring
	Cup

Documents

Map Icon	Item(s)
	Voyeur's Diary

The window leads to a well-lit apartment. Raid the cabinet and drawers in search of valuables. If you like, snuff out the far candles with a wave of Garrett's hand.

The door leading to the next room is locked. Before picking the lock, hold the Interact button to peer through the keyhole. It's always wise to look before you lockpick.

Seeing no one on the other side of the door, it's safe to pick the lock. Do so just as you did the wall safe's lock—feel around each pin and lock it in place.

Snuff out more candles in the next room, and raid every drawer. Be sure to swipe the valuable telescope from the desk. Now you know how this apartment gets its name.

Collect the note on the desk as well; it's quite an interesting read. You'll find similar letters and notes in future missions. Open the Journal to view these important documents.

GOODIE BOX
Document #1
Prologue (1/1)
"Voyeur's Diary"

Lastly, open the chest to discover more valuables stashed inside.

After fully plundering the apartment, climb through the north window to return to the rooftops.

Area 8: Thieves' Highway, Part III

You're back exploring the Thieves' Highway. Eavesdrop on the civilians below before crossing the narrow beam that leads to the next roof.

After crossing the beam, pry open the nearby window and sneak into another building.

Area 9: Drop Location

Common Loot

Map Icon	Item(s)
	Cup
	Ring
	Necklace

Be careful not to startle the caged bird as you sneak through this dark building. The room's chest has already been raided (possibly by Erin), but search the cabinet to find a cup.

Before heading upstairs, search the room's southeast wall to discover a loose brick. Press the brick to reveal a hidden treasure cache in the nearby wall.

The treasure cache contains a valuable ring and necklace. Pocket them both and then sneak upstairs.

Head upstairs to meet up with Erin. The wily thief is eager to get a move on with the task at hand: stealing the Primal Stone from Northcrest Manor for Basso.

Objective 3: Move Through the Gardens

Area 10: Courtyard

Common Loot

Map Icon	Item(s)
	Wineglass

The courtyard of Baron Northcrest's manor is crawling with guards. This doesn't bother Erin, who quickly moves to infiltrate the grounds.

Follow Erin south, sneaking through the shadows to avoid detection. When Erin darts east, she passes through a patch of light to reach more shadows. Use the swoop technique to quickly and safely follow her. Swooping lets you move quickly from cover to cover, with little chance of being seen.

Collect a wineglass after swooping to the shadows, then climb the short east wall to meet up with Erin. She's peeking at a nearby guard to the south. This guard carries a coin purse. Sneak behind him and steal his gold.

Area 11: Fountain Court

Common Loot

Map Icon	Item(s)
	Gold coin
	Gold coin
	Ashtray

After you pickpocket the guard, he moves off to speak with another watchman. Follow Erin south, vaulting a railing to remain hidden in shadows.

Careful: there's a shallow brook just ahead. Moving through water produces sound, so move very slowly as you sneak through the brook. Collect the two loose coins on the ground near the bridge after you cross.

Alert Status Icons

If you move too quickly through the water, even while sneaking, the nearby guard will become curious at the sound. When a guard's curiosity grows, a "white eye" icon appears over his head. This is known as a threat icon. The icon slowly fills, becoming solid white as the guard becomes more and more curious. Move very slowly to avoid raising the guard's curiosity, and see the "How to Play" chapter for details on threat icons.

Once beyond the brook, head east. Pick up the wineglass at the base of this statue. Swoop through the patch of light ahead to reach the safety of the shadows beyond.

When you reach the east shadows, open the small box on the table to obtain three water arrows. These ingenious arrows are a thief's best friend.

Lights Out

Open your inventory and equip the water arrow. Aim carefully at the torch on the east wall. Keep aiming until the targeting reticle narrows and begins to animate, at which point you know your aim is true. Loose the water arrow at the torch.

Water arrows release a small burst of water on impact, dousing smaller open flames like torches. With the torch extinguished, you can safely sneak through the brook, heading north. Remember to move very slowly to avoid making noise. Once you're past the brook, swipe the ashtray from the foot of the stairs, then scale them.

Two for the Takedown

Upon scaling the stairs, Garrett watches as Erin silently knocks out a guard. Another nearby guard soon becomes curious at the disappearance of his comrade. You'll have to move quick to avoid detection.

Sneak up to the guard and knock him out with a swing of your blackjack. Do this quickly, before he notices his comrade's body. If you're fast, you can knock out the guard before his suspicions are raised. Because this knockout must be performed, it is not counted in your statistics.

Sneak over to Erin after you knock out the guard. The guard who Erin struck is dead, and Garrett gives her a scolding. It seems Erin has no qualms about killing anyone who gets in her way, while Garrett prefers to simply knock them unconscious. A thief with a conscience? There's certainly more to Garrett than meets the eye.

Erin moves to sulk by a nearby tree. The north gate is barred, but the south door is merely locked. Pick the door's lock as you've done before, then open the door. Erin sprints past and uses her claw to reach higher ground.

Objective 4: Meet Erin on the Roof

Area 12: Right Wing—Entry

Common Loot

Map Icon	Item(s)
	Chess piece
	Gold coin
	Gold coin
	Ashtray
	Pile of coins
	Pile of coins

The scaffolding that Erin has scaled leads up to the roof. Without the aid of her nifty claw, you'll have a harder time getting up there.

A guard stands just ahead, facing directly at you. You'll need to create a distraction to slip past. Collect one of the bottles form the nearby crate. Bottles such as these are known as *throwables*.

Garrett can carry one throwable with him. After you collect a bottle, open the inventory and select it.

With the bottle in hand, take aim and sneak toward the guard. While aiming with a throwable, an arch appears that indicates where Garrett will throw the item. Sneak close enough that you can throw the item behind the guard, then let it fly.

Throwables and You

Using a throwable to distract a guard almost always raises their suspicions. This causes a guard to move to investigate the disturbance, giving you a chance to slip past or knock them out from behind. However, this comes with the drawback of reducing your Ghost Playstyle rating, because you've raised a guard's suspicion. Try to use throwables only when absolutely necessary (as is the case here). This distraction must be created at this point in the Prologue, so your statistics are not affected like they normally would be. See the "How to Play" chapter for more information on Playstyles and the actions that affect them.

When the guard turns to inspect the noise, hurry and sneak into the dark west passage. You're safe now. Snatch the valuable chess piece from the ground as you creep south.

Wait for the guard to finish searching the area and return to his original position. After he does, sneak through the torchlight and collect a pair of gold coins near the east wall.

After collecting the two gold coins, sneak back through the torchlight and climb the crate on the south gate's west side. From there, climb on top of the gate.

Area 13: Right Wing—Courtyard

From the height of the gate, you have a perfect view of the south courtyard. Notice two guards here: One stands to the west, while the other patrols the courtyard with a torch. There's no need to bother with these guards—you can simply tiptoe across the top of the gate and meet up with Erin at the east end of the scaffolding. But the guards are watching over several valuables, so it pays to face them.

Watch the patrolling guard carefully to learn his route. When he walks east, away from his stationary comrade, carefully drop from the gate and land in the west shadows, not far from the stationary guard. Hug the west wall as you remain in the shadows, slipping behind the stationary guard.

When you reach the south wall, open a small box to obtain two more water arrows. These can be used to douse the courtyard's central brazier, helping you slip through the area undetected—but there's no need to do so. In fact, this is actually the more challenging approach, for the guards will move to relight the brazier each time you douse it.

Before you do anything, enter the nearby cabinet. Cabinets such as these serve as perfect hiding places from curious guards, though suspicious and alerted guards will often search them. Your progress is also saved whenever you enter a locker, so they double as checkpoints.

Courtyard Coinage

Wait for the patrolling guard to move away, then sneak up and pick the stationary guard's pocket. Knock him out afterward, then press the Interact button to pick up the guard's body. Drag the unconscious guard into the shadows before the patrolling guard returns.

Smooth Move

Hold the Melee Attack/Takedown button when performing a stealth takedown, and you'll automatically grab the guard's body after knocking him out. This sets you up to quickly dispose of the guard's body. As a bonus, Garrett automatically loots the guard's body when he picks him up (if he has anything worth taking). However, looting a guard in this fashion does not count as picking his pocket.

With the stationary guard out of commission, wait in the shadows for the patrolling guard to return. Continue to wait until he moves away again, then swoop up behind him, pick his pocket if you like, and knock him out as well.

No More Torchlight

Killing or knocking out a torch-carrying guard instantly extinguishes his torch. Whenever possible, try to take out these bothersome watchmen first.

With both guards down, you're free to explore the courtyard. Swipe the ashtray from the central crate and be sure that you've looted both guards. Open the east chest to discover a few healthy piles of coin as well.

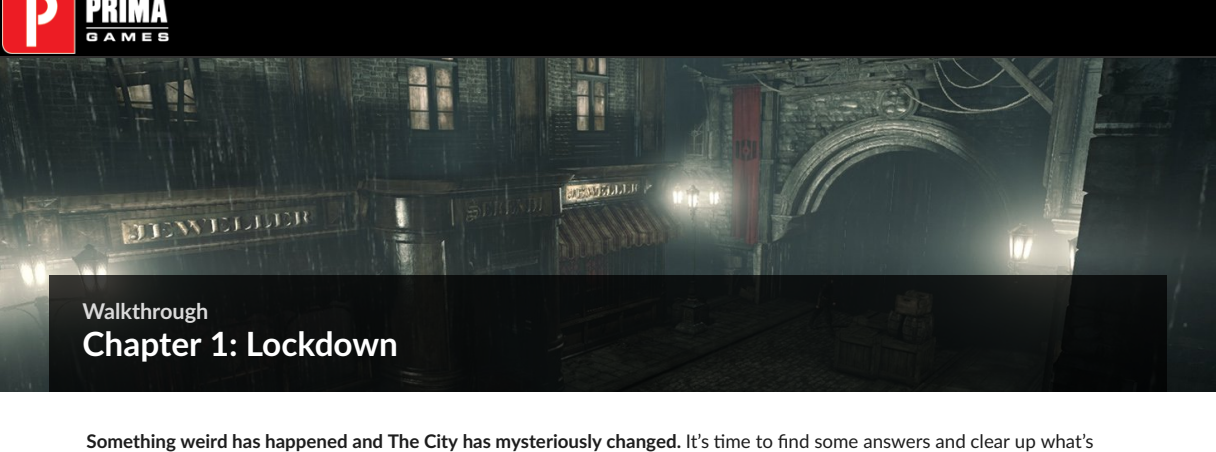
Reaching Erin

After plundering the courtyard, climb the north ladder to return to the top of the gate. Climb onto the east scaffolding, and you'll see Erin on a nearby rooftop. She's kindly lowered a rope for you.

Jump out and grab the rope, then climb up to the roof. You arrive just in time to watch Erin take out another guard. She certainly seems capable of handling herself, but Garrett is afraid she's taking things too far.

Objective 5: Steal Erin's Claw

Approach Erin as she inspects the passage ahead. While Erin is distracted, steal her claw tool. Garrett and Erin then make their move to infiltrate the manor.



Walkthrough

Chapter 1: Lockdown

Something weird has happened and The City has mysteriously changed. It's time to find some answers and clear up what's going on. The first step is to return to the clock tower and look for clues. A sickness called the gloom is roaming the streets so the Baron's Watch has locked down The City. Getting there might be a problem.

Chapter Stats
Collectible Loot Items: 4
Common Loot Items: 60
Pockets to Pick: 12
Locks to Pick: 8
Threats (Guards): 15

Thieving Challenges

Challenge	Playstyle	Reward
Remain undetected	Ghost	125 G
Extinguish 9 flames	Opportunist	100 G
Headshot 4 threats	Predator	75 G
Lift all loot items	Hybrid	150 G

Top Tips

Keep the following tips in mind to gain an advantage in this story chapter:

- You must find every broadhead arrow in the mission if you wish to clear the "headshot" Thieving Challenge.
- You cannot miss with a single headshot attempt if you wish to clear the "headshot" Thieving Challenge.
- If you're playing on the highest difficulty, you can't knock out the jeweler. Create distractions with throwables instead.

Objective 1: Head to the Clock Tower

Area 1: Enclosure

Common Loot

Map Icon	Item(s)
	Flask
	Gear

Documents

Map Icon	Item(s)
	The Benefits of Strict Curfew

It's a dark and stormy night—the perfect environment for thieving. Search the first area for a number of valuables, including a flask that sits atop the railing near the stairs.

Thieving Challenge: "Lift all loot items" (1/60)

Focus Power

Having endured the mysterious effects of the Baron's Primal Stone during the Prologue, Garrett now finds himself with a new power: Focus. Engage Focus to highlight objects of value and interest in your surroundings and to identify threats such as caged birds and guards. Garrett slowly loses energy while using Focus, so use it sparingly. Focus energy can be restored by collecting and consuming rare flowers called *poppies*.

Thieving Challenges

Beginning with this chapter, you have the option to undertake special Thieving Challenges. For each challenge you complete, you'll be awarded large sums of gold at the chapter's end. Follow this walkthrough closely and you'll complete all four of this chapter's Thieving Challenges in one go.

Climb the cabinet at the alley's east end to reach a gear that's hidden on a high pipe. Enter the cabinet afterward if you wish to save.

Thieving Challenge: "Lift all loot items" (2/60)

Scale the north stairs to discover a newspaper. This is the first document you can find in this chapter but is the second document you've found in the game.

GOODIE BOX
Document #2
Newspaper (1/13)
"The Benefits of Strict Curfew"

When you're ready to advance, descend the east stairs and scale the north wall to reach a ladder leading up to the roofs.

Grab the sack of food after climbing the ladder, then scale another wall to ascend even higher. Garrett catches a view of the distant clock tower from up here.

Chow Time

Open the inventory to eat food and replenish a significant amount of Garrett's health. You can only carry up to five food items, so try to save them until you really need them.

Collect a gear from the higher roof before dropping down to the next roof to the north.

Thieving Challenge: "Lift all loot items" (3/60)

Area 2: Traitorsgate

Common Loot

Map Icon	Item(s)
	Gear
	Coin purse
	Gear
	Gold coin
	Gold coin
	Pen
	Candlestick

Collectible Loot

Map Icon	Item(s)
	Amethyst Circle

Documents

Map Icon	Item(s)
	Lockdown Regulations

You've reached Traitorsgate. Eavesdrop on the pair of guards in the street below, who begin to walk. They're a bit disgruntled but are intent on enforcing the lockdown. You'd best keep well out of sight.

To easily sneak past the guards, do not drop from the roof, but move onto the west walkway instead. From there, you can climb up to a thick pipe that spans the street, moving to the Backway unseen.

The guards have important loot to steal, however, so it's worth dropping from the roof. One guard remains at the street's west end; the other patrols the length of the street. Carefully drop to the dark south alcove and lurk in the shadows as you wait for the patrolling guard to approach.

When the guard moves past, heading east, quickly sneak behind him and knock him out, then search his body to discover a document and lift his gold. If you don't wish to knock out the guard, you can pick his pocket and swoop back to the shadows, but this is far more challenging, and you may wish to steal the document and the coin purse on separate attempts.

GOODIE BOX
Document #3
Chapter 1 (1/2)
"Lockdown Regulations"

House Haul

Next, move to the door of the street's central building. There's no one inside, so enter without bothering to peek through the keyhole. If the patrolling guard is still about, close the door behind you.

Inside the building, collect a water arrow and a coin purse. That's all there is here, so head back outside.

Thieving Challenge: "Lift all loot items" (4/60)

Leave the house without being spotted and go east a bit. Slip into the dark north alley and climb some crates to reach the Backway.

Area 3: Backway

The Backway is dark, but don't make any noise, for a guard is tending to a corpse on a table. This guard has apparently left his helmet back at the barracks, making him a prime target for a headshot if you're after Thieving Challenges. You just need to find a suitable arrow.

Leave the guard be for the moment and climb the east wall to reach a secret side area. Drop down and collect two water arrows from the far barrel.

Climb back up the wall and move along a wooden walkway, heading toward the guard. Step out onto the short beam, and you can execute a stunning aerial takedown on the guard. Don't do this if you're after Thieving Challenges, though.

Again, ignore the guard and climb up to a higher balcony to the north. Move to the balcony's end and collect a gear, but don't climb the north wall.

Thieving Challenge: "Lift all loot items" (5/60)

Here Come the Headshots

Sneak back to the south and drop to the ground. If you like, sneak up behind the guard and steal his coin purse.

Sneak around the Backway's central tree and notice the arrows on the table near the guard. Wait until the guard is facing north, then sneak up to the table and collect the two broadhead arrows.

Now you're ready to kill the guard. Ready a broadhead arrow and aim at his head. Wait until the targeting reticle narrows and becomes surrounded by red crosshairs, then kill the guard with a headshot. If you take too long, the reticle will begin to expand—press the Cancel button to quit aiming and try again.

Thieving Challenge: "Headshot 4 threats" (1/4)

Move to the Backway's north end and climb over the wall to return to Traitorsgate.

The remaining Traitorsgate guard has no gold to steal, but you can slay him with another headshot if you're after Thieving Challenges. His helmet covers the top half of his head, but the sides of his head are merely covered by cloth, and his face is exposed. Fire an arrow at any of these spots to kill the guard with a headshot.

Thieving Challenge: "Headshot 4 threats" (2/4)

Traitorsgate Loot

It's worth taking out the Traitorsgate guards, for this lets you easily plunder a collectible loot item. Search near the southwest barrel and cart to discover a precious ring that sits in a jewel box on the ground. This ring is almost impossible to claim without neutralizing the guards, for the area is well lit. Your only hope would be to create a distraction with a throwable.

GOODIE BOX
Collectible Loot #2
Serendi Stone Circles (1/7)
"Amethyst Circle"

Backtrack toward the Backway and snatch the pair of gold coins that lie on the ground right near the wall you've just climbed over. Climb back over the wall to the Backway.

Thieving Challenge: "Lift all loot items" (7/60)

Moving On

If you've left the Backway guard alive, you'll need to sneak past him to reach the climbable north wall. If you like, you can use a water arrow to douse the brazier near the Backway guard, then slip past him and climb the wall before he relights the brazier. This isn't necessary, though, for you can simply take the higher path by climbing the east wall and crossing the north balcony.

After climbing the north wall, drop to the dark alley below. Collect a pen from the alley's east end, then pick the lock on the west gate.

Thieving Challenge: "Lift all loot items" (8/60)

Collect the sack of food on the ground beyond the gate, then close the gate so you may reach the candlestick on the north canister.

Thieving Challenge: "Lift all loot items" (9/60)

Maneuver past some crates and debris to reach the next area, tapping the Interact button to heave a fallen beam out of your way.

Objective 2: Find a Way Into the Jeweler's Shop

Area 4: Stonecutter's Court

Common Loot

Map Icon	Item(s)
	Gold coin
	Gold coin
	Gold coin
	Knife

More guards patrol this area, intent on enforcing the lockdown. One of the guards notices a precious mask in the window of the nearby jeweler's shop. Sounds like something worth stealing.

Remain on the roof and watch the guards' patrol routes. Two guards walk a long patrol down the street, while a third guards walks a shorter patrol up north. The jeweler's shop stands to the west, and there's a dark alley behind you, to the east.

When you're ready, sneak north along the rooftops. Drop from a narrow beam to reach a dark alcove at the street level.

Remain in the shadows as you move to collect a single gold coin that sits atop one of the crates in the street. Keep well out of sight of the patrolling guards.

Thieving Challenge: "Lift all loot items" (10/60)

After collecting the coin, notice a small box atop a nearby barrel. Pick its lock and claim two valuable broadhead arrows and a water arrow.

The front door of the jeweler's shop is locked. You could try to pick the lock, but the patrolling guards may notice you. There are easier ways of infiltrating the shop, so ignore it for now and sneak into the dark east alley, which is free of guards.

Area 5: Stonecutter's Court East

Flee to the dark east alley if the guards are ever in pursuit, for you can climb up to higher ground. Before you climb anything, swipe the gold coin that sits near a barrel in the east alley.

Thieving Challenge: "Lift all loot items" (11/60)

Now climb onto the tall crates at the alley's north end to reach two broadhead arrows.

Next, scale the west wall to reach a roof. Leap across the gap to access the east shelf, where another gold coin sits in a bird's nest.

Thieving Challenge: "Lift all loot items" (12/60)

With the east alley fully plundered, take the south stairs down to visit the Underpass.

Area 6: Underpass

Common Loot

Map Icon	Item(s)
	Coin purse

Documents

Map Icon	Item(s)
	Clock Tower Stops Again!

The east alley's southern stairs lead to a beggar-filled Underpass. There's nothing for you to fear here, except maybe the plague. If you're feeling cruel, douse the beggars' fire with a water arrow. However, there are other flames to extinguish, so there's no need to waste a water arrow here.

Navigate the Underpass until you reach a door. Open it and collect a newspaper and some food from the small storage room beyond. Close the door afterward to discover a lost coin purse on the ground.

Thieving Challenge: "Lift all loot items" (13/60)

GOODIE BOX
Document #4
Newspaper (2/13)
"Clock Tower Stops Again!"

After collecting your plunder, crouch and enter the nearby crawl space. Scale a wall within the crawl space to reach a higher passage that leads back outside.

Area 7: Stonecutter's Court West

The Underpass has led you to Stonecutter's Court's west alley, which is also unguarded. You could also have reached this alley by climbing the wall near the flickering streetlight, but one way is as good as another. Navigate the alley, heading north.

Just past the alley's beggars, there's a crate that you can climb to reach a hanging rope. By climbing this rope, you can sneak into the jeweler's shop via a second-floor window. There are other ways to enter the shop, however, so ignore the rope for now.

You soon come to a locked gate. There's a locked door nearby as well, which leads into the jeweler's shop cellar. For now, pick the lock on the gate, then go through.

The North Guard's Gold

Crouch and sneak to the top of the stairs beyond the gate. You've come full circle and are now close to the street's north guard. This fortunate soul possesses two tantalizing purses. When he turns his back to you, move up the stairs and peek around the edge of the nearby table.

Wait patiently near the table until the two patrolling guards arrive. When they move away, swoop toward the north guard the moment he turns his back and pick his pocket. You don't have much time, so head to the north shadows afterward and look for a chance to steal his other purse. (You won't be seen if you remain crouched and stationary in these shadows.) Of course, it's much easier to simply knock out the guard, grab his body, and drag him back into the west alley.

Then again, headshots are something worth going after in this chapter. The basic idea is the same: Peek around the table until the two patrolling guards arrive and leave, then step out and slay the north guard with a broadhead arrow to the face. Quickly collect his body and hide it in the alley before the patrolling guards return.

Thieving Challenge: "Headshot 4 threats" (3/4)

If you're feeling really aggressive, you can bring the overhead hanging boards crashing down on the north guard. Broadhead arrows will do the trick. If you're determined to do this, ensure that the guard is standing near the street's north crates when you fire, and he'll be crushed. The noise is sure to alert the patrolling guards if they're anywhere nearby, and they'll also spot the body if you aren't quick to move it, so don't do this unless you're feeling particularly nasty.

However you choose to tackle the north guard, be sure to collect his coinage, along with the knife that sits atop the table near the west alley's stairs.

Thieving Challenge: "Lift all loot items" (14/60)

Entering the Jeweler's Shop

The north guard is a fairly easy mark, but the two patrolling guards aren't worth your trouble. They have no gold to steal, so leave them be and turn your attention to entering the jeweler's shop. There are four access points:

The locked front door. This is a bad option, for picking the difficult door lock is risky with the two patrolling guards nearby. There's also a guard patrolling inside the shop just beyond the door.

A high crawl space in the north wall. This is a good way of entering, as it takes you to the first floor's rafters, in good position to surprise or avoid the patrolling guard inside the shop.

The locked cellar door in the west alley. This is another good way of entering, as you can explore the shop floor by floor, from bottom to top. The jeweler is busy working in the cellar and is easy to slip past or neutralize with a stealth takedown.

The west alley's rope, which leads up to a high window. This places you on the shop's first floor, right near the stairs, where no guards patrol.

For the purposes of this walkthrough, enter the shop through the locked cellar door and get the drop on the jeweler.

Objective 3: Steal the Jeweled Mask

Area 8: Serendi Jeweler's Cellar

Common Loot

Map Icon	Item(s)
	Letter opener
	Ink bottle
	Cup
	Bracelet
	Pile of coins

Collectible Loot

Map Icon	Item(s)
	Lyegrove's Jeweled Mask

Documents

Map Icon	Item(s)
	Lyegrove's Letter

The jeweler's cellar is small but filled with valuables. The jeweler is busy working down here, moving between two tables. Close the door behind you, or the jeweler may notice that it's open.

Before you do anything, enter the nearby cabinet to save your progress. Knocking out the jeweler is the safest option, but you can also leave him be and extinguish the cellar's candles, then silently plunder the cellar under cover of darkness. Either way, be sure to extinguish all of the candles and lift the jeweler's two coin purses.

Thieving Challenge: "Extinguish 9 flames" (4/9)

Collect the letter on the east desk. This letter counts as a document and provides a useful clue that will soon come in handy.

GOODIE BOX
Document #5
Chapter 1 (2/2)
"Lyegrove's Letter"

Now loot the basement, searching every drawer and cupboard. Don't miss the fire arrow in the box on the crate—it can be used to ignite kerosene spills or to bring hanging boards crashing down on unsuspecting guards.

Thieving Challenge: "Lift all loot items" (19/60)

The Genuine Article

Inspect the painting in the room's southwest corner. Search for a trigger along the edge of the frame and press it to discover a wall safe.

This wall safe has a combination lock that can't be picked. Instead, you must know the combination. Have you figured it out? The combination is hidden in the letter you've just discovered: 7, 3, 9.

Open the safe to discover the Jeweled Mask that you seek. Excellent! Now you just need to get out of here.

GOODIE BOX
Collectible Loot #3
Unique Loot (2/9)
"Lyegrove's Jeweled Mask"

Objective 4: Exit by the Upstairs Window

Now that you've found the Jeweled Mask, it's time to move on. Of course, there's plenty more loot to steal inside the jeweler's shop if you like. Sneak upstairs to the first floor.

Area 9: Serendi Jeweler's Shop

Common Loot

Map Icon	Item(s)
Hall	
	Ink bottle
	Candlestick
	Candlestick
	Letter opener
Study	
	Cup
	Gold coin
	Letter opener
	Pile of coins
	Candlestick
	Pile of coins
	Ink bottle
Showroom	
	Earrings
	Bracelet
	Ring
	Brooch
	Necklace
	Brooch
	Necklace
	Bracelet
	Bracelet
	Earrings
	Necklace
	Brooch
	Ring
	Bracelet
	Earrings
	Necklace
	Gold coin
	Pile of coins
	Pile of coins
	Ink bottle

Collectible Loot

Map Icon	Item(s)
	Sootback Bracelet
	Jeweled Mask

When you reach the top of the cellar stairs, you'll be near an open window on the shop's first floor. This is the same window you could have snuck through had you climbed the rope in Stonecutter's Court's west alley. If you're in a hurry to move on, simply head upstairs to reach the Residence floor, which you can easily sneak through. If you're more interested in loot, ignore the stairs and use the nearby cabinet to save.

Exit the cabinet and get on top of it. From there, climb up onto the overhead rafters. Now you can sneak around the entire shop without fear of the two guards detecting you. (A third guard is fast asleep in a chair upstairs.)

Rafter Action

Looting the shop is much easier after neutralizing both guards, so let's take them out. Move onto the large pipe that runs along the north wall to reach the shop's showroom.

This is where you would have entered the shop had you scaled its north wall. Wait for the patrolling guard to pause near the pipe, then knock him out with an aerial takedown. If you like, drop and pick this one's pocket first.

Now for the guard in the study. This guard has fallen fast asleep in a chair. Pick him off with a headshot, or simply knock him out with a stealth takedown.

Thieving Challenge: "Headshot 4 threats" (4/4)

Looting the Shop

With both guards neutralized, you're free to plunder the shop. As always, search every drawer and cabinet, including the display cases in the store. When you think you've cleared out a room, use Focus to ensure you haven't missed anything.

The safe in the study sports a difficult lock, but the valuables inside are well worth stealing. Inside you'll find a pile of gold coins and a collectible loot item.

GOODIE BOX
Collectible Loot #4
The Mortal Coils (1/6)
"Sootback Bracelet"

The locked drawer in the showroom contains a Jeweled Mask—the fake one that Lyegrove made. Though it isn't genuine, it's a good enough fake to count as a collectible loot item—the last one in this chapter.

GOODIE BOX
Collectible Loot #5
Client Loot (1/8)
"Jeweled Mask"

One piece of loot may even escape your Focus. It lies up high, above the rafters, in the study's south corner. Cross the rafters to reach it.

Thieving Challenge: "Lift all loot items" (50/60)

Drop from the rafters after claiming this last piece of loot and pinch out the candle in the study.

Thieving Challenge: "Extinguish 9 flames" (5/9)

When you've finished looting the shop, sneak upstairs to explore the Residence.

Area 10: Serendi Jeweler's Residence

Common Loot

Map Icon	Item(s)
	Cup
	Cup
	Pile of coins
	Letter opener
	Cup
	Pile of coins
	Cup
	Earrings
	Cup
	Hairbrush

Documents

Map Icon	Item(s)
	Who Watches the Watch Hounds?

The second floor is where the jeweler and his wife make their home. There's another guard up here, but he's fallen asleep in a chair. End him with an arrow to the face if you're still in need of headshot kills. You can also perform a stealth takedown by sneaking into close range or you can simply sneak past him.

Pinch out the nearby candle and pillage the room. Collect two cups, along with the food on the table.

Thieving Challenge: "Extinguish 9 flames" (6/9)

Thieving Challenge: "Lift all loot items" (52/60)

Sneak into the room across the hall to find the jeweler's wife sitting by the fire. There's no need to knock her out; you can loot the room without detection. Raid the drawers of the south desk and small east table, and carefully swipe the cup from the table near the woman.

Thieving Challenge: "Lift all loot items" (56/60)

Return to the hall and silently enter the east bedroom, being careful not to alert the caged bird in the hall. Collect the newspaper that rests on the bed to obtain a new document.

GOODIE BOX
Document #6
Newspapers (3/13)
"Who Watches the Watch Hounds?"

Return to the hall and sneak to its north end. Don't climb through the open window just yet, as there's no coming back. Instead, swipe the cup on the table in the room with the jeweler's wife, and collect the hairbrush in the east bathroom. Congratulations, you've now found every piece of loot in this chapter!

Thieving Challenge: "Lift all loot items" (60/60)

When you've finished looting the jeweler's, climb through the open window at the north end of the residence's hall to advance to the next area.

Objective 5: Continue to the Clock Tower

Area 11: Blackfurrow Alcove

Documents

Map Icon	Item(s)
	Lockdown!

You've bypassed the lockdown—now you just need to reach the clock tower. Drop from the jeweler's window to reach a dark alley, and collect the newspaper on the nearby bench to acquire a new document.

GOODIE BOX
Document #7
Newspapers (4/13)
"Lockdown!"

After claiming the newspaper, pry open the window at the alley's other end. Climb through to enter a small town house.

Area 12: Town House

The town house holds little of interest. Pinch out the candle if you like before exiting through the north door.

Thieving Challenge: "Extinguish 9 flames" (7/9)

Area 13: Blackfurrow

Exiting the house, you find yourself in another dark alley. Two guards are engaged in a discussion nearby. Sneak up to the crates behind them and have a listen.

If you're feeling frisky, climb over the crate that's directly behind one of the guards, then pick his pocket. The other guard is facing right at you, but the one you're robbing is blocking his view, so you can't be seen. Climb back over the crate afterward to return to the cover of darkness. (The other guard has nothing of value.)

Whether or not you choose to pickpocket the guard, slip through the shadows and head west along the alley. You soon find a tall crate; climb it to access the nearby porch.

Guards in the Alley

Loop around the porch until you notice two guards having a conversation. Their loud voices bother a woman who's trying to sleep, and after a bit of verbal harassment, the guards eventually move away.

Continue sneaking through the alley, tailing the guards. They soon pause to light a wall brazier, then continue walking along. You have plenty of time to pick both guards' pockets as you tail them after they light the first brazier, but you must steal their gold before they reach the second brazier, for they remain in position there once it's lit.

After you pick the guards' pockets, backtrack a bit and use water arrows to douse the two wall braziers they've lit. Don't douse the final brazier that they remain near or you'll raise their suspicions. Just douse the previous two braziers to complete your Thieving Challenge.

Thieving Challenge: "Extinguish 9 flames" (9/9)

Clock Tower Approach

After picking the guards' pockets, look for a vertical pipe that you can climb to reach a higher walkway. Maneuvering past the guards, look for some climbable crates that lead to an upper ledge. Use them to reach higher ground.

At this point, you can simply cross the wooden beams and walkways to slip past the remaining guards and reach the clock tower. If you're feeling more predatory, options abound for aerial takedowns. The stationary guard at the street's north end is a prime target, as is the patrolling watchman.

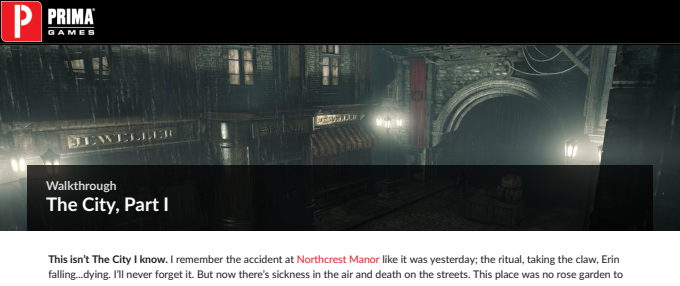
The two guards you tailed through the street can also be cleanly killed by dropping the overhead boards on them, just like the north guard back in Stonecutter's Court. Target the rope's hinge and unleash an arrow, then sit back and enjoy the carnage. This is likely to draw other guards to investigate, so don't do this if you're trying to ghost through the stage.

When you reach the street's north end, simply scale the high north wall to conclude the chapter. You can also climb onto the east balcony and backtrack a bit to get the drop on the guards you followed before. So many options, so little time.

Chapter Recaps

Each time you complete a chapter, you receive a new document that's filed under "Chapter Recaps." The first of these is obtained after you complete Chapter 1: Lockdown.

GOODIE BOX
Document #8
Chapter Recaps (1/8)
"Chapter 1"



Walkthrough

The City, Part I

This isn't The City I know. I remember the accident at Northcrest Manor like it was yesterday; the ritual, taking the claw, Erin falling...dying. I'll never forget it. But now there's sickness in the air and death on the streets. This place was no rose garden to begin with but it was never this bad. Everything's changed...and not for the better.

Objective 1: Explore the Clock Tower

Area 1: Clock Tower

The clock tower serves as Garrett's secret hideout. Use the chest near the stairs to store and retrieve excess resources, such as arrows and food. Storing items frees up Garrett's pockets and quiver, allowing him to collect even more resources during future missions. Depending on your playstyle, you may find it beneficial to keep many resources on hand or to store lots of items in the chest to be used later or sold for gold.

The display cases contain all of the collectibles that Garrett has accumulated. These items can't be sold but are meant to be admired. As you can see, his collection has only just begun.

Go upstairs, and a flock of crows will give Garrett a start. One of the birds seems familiar. It's Jenivere, Basso's raven. The bird disturbs a small matchbox that lies on a windowsill before departing into the cold night air.

Inspecting the matchbox, Garrett finds a message from his ally, Basso. The message invites Garrett to meet Basso at the Crippled Burrick—Basso's tavern. There's little else to accomplish here in the clock tower, so take your leave through the open window to begin your explorations of the City.

Objective 2: Meet Basso at the Crippled Burrick

Documents

Map Icon	Item(s)
	Ector's Memoirs
	Ector's Letter to Clockwise
	Clockwise's Letter to Ector

Common Loot

Map Icon	Item(s)
Blackfurrow	
	Gold coin
	Gold coin
	Gold coin
	Coin purse
	Earrings
	Coin purse
	Pen
	Coin purse
	Vase
	Letter Opener
	Pen
	Vase
	Ring
	Coin purse
	Brooch
	Letter opener
	Pen
	Ring
	Gold coin
	Coin purse
	Gold coin
	Ashtray
	Earings
	Ring
	Letter opener
	Pen
Lady Marigold's Apartment	
	Pocket portrait
	Brooch
Montonessi's Abode	
	Coin purse
	Letter opener
	Wine Glass
Clock Tower Plaza	
	Coin purse
	Picture frame
	Ashtray
	Ashtray
	Ashtray
	Coin purse
	Ashtray
	Coin purse
	Coin purse
Moorsditch	
	Pen
	Gold coin
	Vase
	Coin purse
	Picture frame
	Earrings
	Flask
	Wine glass
	Coin purse
	Wine glass
	Earrings
Baron's Way North	
	Bracelet
	Earrings
	Picture frame
	Coin purse

Collectible Loot

Map Icon	Item(s)
Chapel	
	Our Lady of the Iron Litany Chapel
Clock Tower Plaza	
	The Crippled Burrick Tavern
	Stonemarket Clock Tower
Lady Marigold's Apartment	
	Marsh Adder Bracelet
Moorsditch	
	Ulysses Northcrest's Obelisk
Kaitlin Court	
	Obediah Northcrest's Obelisk
Baron's Way North	
	Stonemarket First Bank

Documents

Map Icon	Item(s)
The Crippled Burrick	
	Treason!
	Northcrest Unbowed!
Chapel	
	No Old Gods for the New City!
Montonessi's Abode	
	Moira Release Letter
	Painting Order
Blackfurrow	
	Smuggler's Map: Muddler's Row
	Smuggler's Map: Eel's End
	Clock Tower Stops Again! (Duplicate)
Moorsditch	
	Smuggler's Map: Blackfurrow
Baron's Way North	
	Last Warning Letter
	Bait and Switches 1

Area 2: Clock Tower Plaza

The City is a sprawling metropolis filled with loot and secrets. The Crippled Burrick where Basso awaits isn't far, and there are a few goodies within easy reach along the way. After you've met with Basso, you'll be able to pick up a few side jobs, along with a vital tool. This will allow you to explore the City more thoroughly.

As you learned in the Prologue, the City's rooftops are known as the Thieves' Highway—and for good reason. The streets are crawling with guards, but the roofs are quite safe and easy to navigate. Go south from the clock tower and then east, vaulting railings and obstacles as you keep to the upper walkways and head toward your objective.

It's not long before you encounter a window that you can pry open. Do so to enter the Watch Council Office.

Area 3: Watch Council Office

Common Loot

Map Icon	Item(s)
	Flask
	Pen
	Ink bottle
	Letter opener
	Baron's bust

Documents

Map Icon	Item(s)
	New Instructions
	Traitorsgate Report
	Watch Report 3-498
	Lockdown! (Duplicate)

The Watch Council Office is free of guards, so there's no need to sneak. Climb onto the south lockers to discover a flask.

Note

Though the City features no Thieving Challenges, make it your own, personal challenge to find all the loot in the City. Follow this walkthrough carefully and you'll find every last piece.

Garrett's Challenge: "Find all City loot" (1/398)

Head downstairs and swipe the notices on the walls to obtain a new document—the first of 33 you'll find here in Stonemarket. Return here after completing "Chapter 2: Dust to Dust" to collect the "Traitorsgate Report" document.

GOODIE BOX
Document #9
Stonemarket (1/33)
"New Instructions"

GOODIE BOX
Document #10
Stonemarket (2/33)
"Traitorsgate Report"

Inspect the book and newspaper on the far desk to obtain two more documents, and collect the nearby pen. Search the desk's drawers to find an ink bottle and letter opener.

GOODIE BOX
Document #11
Stonemarket (3/33)
"Watch Report 3-498"

GOODIE BOX
Document #7 (Duplicate)
Newspapers (4/13)
"Lockdown!"

Garrett's Challenge: "Find all City loot" (4/398)

The wall safe behind the desk features a difficult lock. Take a moment to pick it and you'll be richly rewarded with a valuable piece of loot, the Baron's bust. Pocket this final prize and then backtrack out of the Watch Council Office, exiting through the upstairs window.

Garrett's Challenge: "Find all City loot" (5/398)

Area 2: Clock Tower Plaza (Revisited)

Back outside, carefully drop from the balcony's north end to land on a low wooden ledge. Sneak east and then drop again to reach the street.

The entrance to the Crippled Burrick is just ahead. Go through the gate to advance to your meeting with Basso.

Area 4: The Crippled Burrick

Garrett finds Basso in his place of business. A full year has passed since the two last spoke, but the old swindler is pleased to see his friend alive and well. Basso has a job for Garrett, one that will demand great skill and cunning if it's to succeed. Always up for a challenge, Garrett wastes no time in accepting the task.

Objective 3: Stock up on Supplies at the Shady Merchant

After speaking with Basso, search his office to find a newspaper on a desk, which provides you with another informative document.

GOODIE BOX
Document #12
Newspapers (5/13)
"Treason!"

Speak with Basso again, and he'll offer you a selection of profitable side jobs. Basso currently has four jobs to offer; you can complete each one before you attempt the next chapter. Go ahead and accept all four jobs—there's no reason not to, and this walkthrough will guide you toward completing all four.

Basso's Side Jobs

"Sick Willy": Steal Sick Willy's golden watch in Moorsditch.

"Beauty Within": Steal a hand mirror from a woman in Clock Tower Plaza.

"Medical Misery": Steal a medication bottle from Doctor Troy in the Gullet.

"Writing Wrongs": Steal the Thief Manuscript from the author in Blackfurrow.

"Machinations": Meet Ector in his workshop in the Gullet.

Before heading off to tackle those side jobs, continue exploring around the Crippled Burrick. A shady merchant stands in the alley to the north, and he peddles a selection of useful weapons and tools. Upgrades and trinkets are nice, but rope arrows and the wrench tool are must-buys if you wish to fully explore the City and steal everything it has to offer. Purchase the wrench tool, then fill your quiver with rope arrows. If you have some coin to spare, some blunt arrows and a poppy or two are also sound investments. Don't consume any poppies yet, though, for your Focus energy will soon be replenished.

Objective 4: Visit the Queen of Beggars

Your primary objective lies beyond the north gate, but take a moment to enter the nearby tavern and collect another newspaper off the bar. Don't worry, the guards here are off duty and won't cause a fuss. Feel free to listen in on the local gossip before heading back outside.

GOODIE BOX
Document #13
Newspapers (6/13)
"Northcrest Unbowed!"

Leave the tavern and go through the west gate, following your main objective into Mourningside.

Area 5: Mourningside

Like the Crippled Burrick, there's nothing to fear here in Mourningside. There's also little of interest. Simply follow the winding path north until you reach the graveyard.

Area 6: Graveyard

The graveyard is equally free of guards and loot. Press on to reach the chapel, where the Queen of Beggars holds court.

Area 7: Chapel

Collect a newspaper that lies on the candlelit table inside the dilapidated chapel. After that, head through the nearby gate to visit the Queen of Beggars.

GOODIE BOX
Document #14
Newspapers (7/13)
"No Old Gods for the New City!"

A wise woman who's survived her entire life in the City, the Queen of Beggars knows much about the mystery surrounding recent events. She informs Garrett of many things, and when the meeting concludes, the master thief is able to increase the power of his Focus by selecting one of eight Focus upgrades.

Focus Upgrades

The Focus upgrade you choose is entirely up to you. Depending on your playstyle, you may find some upgrades more valuable than others. You can't go wrong with the Efficiency or Stealth upgrades, and Dexterity and Speed are also quite handy. Combat is ideal if you prefer the direct approach, while Intuition really isn't necessary, given that this guide will show you where every bit of loot lies.

Objective 5: Go to the Old Foundry

Your Focus energy is fully replenished after you select your Focus upgrade. Speak to the Queen of Beggars again, and she'll offer to give you more Focus points—at the cost of a small donation to her cause. For just 150 gold, you can purchase another Focus point and upgrade another Focus ability. The price increases by 150 gold for each point you purchase after the first, but it's worth picking up a few Focus points here and now if you can afford it.

When you've finished bartering with the Queen of Beggars, leave the chapel. As you go, use the wrench tool to unfasten the plaque on the nearby wall. There are 16 of these plaques around the City, so keep your eyes peeled for more.

GOODIE BOX
Collectible Loot #6
City Heritage Plaques (1/16)
"Our Lady of the Iron Litany Chapel"

Your primary objective lies just to the north—the gate that leads to the Foundry, where "Chapter 2: Dust to Dust" begins. If you're in a hurry to take on the next story chapter, proceed through the north gate and click ahead to Chapter 2: Dust to Dust. Otherwise, continue reading as we take you on a guided tour through the City, snatching up loot and completing each of Basso's side jobs.

Area 2: Clock Tower Plaza (Revisited)

Ignore your primary objective and backtrack to the Clock Tower Plaza. If you haven't purchased the wrench tool or rope arrows from the shady merchant in the Crippled Burrick, do so now—you're going to need them. Some blunt arrows couldn't hurt, either; they're cheap and useful for knocking down objects.

After you exit the Crippled Burrick area, spy another plaque that's affixed to the side of the tavern. Unscrew this one as well to claim another collectible.

GOODIE BOX
Collectible Loot #7
City Heritage Plaques (2/16)
"The Crippled Burrick Tavern"

After claiming the tavern's plaque, climb onto the tall crates behind you. From there, climb onto the walkway above, then scale a tall wall to return to the Watch Council's Office balcony.

You've already explored the Watch Council's Office, so ignore the window and go south until you reach a ladder. Rather than descending the ladder, turn left and notice the glimmer of a gold coin on a table.

Area 8: Blackfurrow

As you move for the coin, you'll enter the Blackfurrow area. Pocket the coin to make yourself one gold richer.

Garrett's Challenge: "Find all City loot" (6/398)

Go south after collecting the coin and notice another window that you can pry open. (You can identify these with Focus or by the faint light that shines through.) Vault the railing and cross a short narrow beam to reach the window. Pry it open to enter a small apartment.

Area 9: Lady Marigold's Apartment

The apartment is empty—no one's at home. Search the drawers of the small table to claim a pocket portrait, then feel around the nearby painting's frame to find two trigger switches. Hit them both and then open the safe to discover a brooch and a collectible bracelet.

GOODIE BOX
Collectible Loot #8
The Mortal Coils (2/6)
"Marsh Adder Bracelet"

Garrett's Challenge: "Find all City loot" (8/398)

Area 8: Blackfurrow (Revisited)

Exit the apartment through the window to return to Blackfurrow. While standing on the narrow beam, look down and spy a single gold coin on the wooden walkway below. Carefully drop down and collect the coin.

Garrett's Challenge: "Find all City loot" (9/398)

Follow the walkway south as it wraps around the building. Spot another gold coin on a crate in the alley below. Ensure no guards are nearby before dropping and moving to collect the coin.

Garrett's Challenge: "Find all City loot" (10/398)

Turn around after grabbing the coin and peer through the low, barred window behind you. Notice a switch on the wall of the room; it's just behind some candles. Take careful aim and use a blunt arrow (or any other type of arrow) to trigger this switch from afar.

Go north a bit and descend the nearby stairs. Pick a locked door to enter the room with the switch you've just triggered.

Use the room's cabinet to save, then press the switch near the barred window. With both switches triggered, the window's bars rise, allowing you passage. Climb through the window to reach the chest beyond. Snuff out the nearby candles before picking the chest's tricky lock. Inside you discover some food, a coin purse, and some earrings.

Garrett's Challenge: "Find all City loot" (12/398)

Exit the room, scale the stairs, and go east. Climb a table to reach a low roof. Pry open a window here to visit another apartment—one that's marked as an objective if you've accepted Basso's "Writing Wrongs" side job.

Area 10: Author's Apartment

Common Loot

Map Icon	Item(s)
	Picture frame
	Saucer
	Pile of coins
	Picture frame
	Letter opener
	Vase

This apartment is uninhabited, but you hear voices coming from another floor. Listen carefully to learn that the Thief Manuscript that Basso desires is likely located at the Clock Tower Bookbinders. (This conversation only occurs if you've accepted the "Writing Wrongs" side job for Basso.) Collect the loot and food in the apartment on your way to the back room, where a desk's drawers hold additional plunder. Search the apartment thoroughly to find a two picture frames, a saucer, a pile of coins, a letter opener, and a vase.

Garrett's Challenge: "Find all City loot" (18/398)

Area 8: Blackfurrow (Revisited)

Leave the Author's Apartment and drop to the street level again. Ascend the south stairs when the guards aren't about.

While scaling the stairs, turn right and hop into the west pit. Use the wrench tool to unscrew the south vent, then enter the crawl space beyond.

Beware: The crawl space leads to a small room with a locked, trapped chest. Before approaching the chest, inspect the nearby bookshelf. One of the books is actually a trigger switch. Pull this book to open a secret nook.

The nook features a small control box. If you had the wire cutter tool, you could hack the control box and disable the chest's trap. Unfortunately, this tool isn't available to you yet, so you'll have to leave the chest alone for now. Remember where you saw it, and we'll guide you back here when the time is right.

Backtrack through the crawl space and climb out from the pit to reach the west alley. Carefully pick a gentleman's pocket here if you like, then head north.

Caution

The City's citizens won't cause you any trouble—unless they notice you perform an illegal act. Make sure no one's looking whenever you perform illicit actions such as picking pockets, breaking and entering, or attacking people.

Climb the crates at the alley's north end to reach a small roof.

While standing on the small roof, carefully move onto the nearby narrow beam. Cross the beam and then climb onto the narrow north roof.

Pluck a coin purse out of a bird's nest on the narrow roof's east edge.

Garrett's Challenge:"Find all City loot" (19/398)

Now go west across the narrow roof and climb up to a higher ledge. From there, face south and fire any kind of arrow at the pulley on the raised footbridge ahead. (Blunt arrows are ideal, for they're cheap and plentiful.) The footbridge collapses, forming a walkway that leads to the south building's roof.

Before crossing the footbridge, look up and spy an anchor beam above you. Lodge a rope arrow into the beam, then leap across the rope to reach another narrow roof. Enter the nearby open window to visit a small room known as Montonessi's Abode.

Area 11: Montonessi's Abode

Raid the abode's locked cabinet to find a coin purse, a letter, and a letter opener. Collect another letter from the table, along with a wineglass.

GOODIE BOX
Document #15
Stonemarket (4/33)
"Moira Release Letter"

GOODIE BOX
Document #16
Stonemarket (5/33)
"Painting Order"

Garrett's Challenge: "Find all City loot" (22/398)

After looting the room, use the wrench tool to open the nearby vent. Sneak through the crawl space beyond to emerge in Clock Tower Plaza.

Area 2: Clock Tower Plaza (Revisited)

Carefully drop from the crawl space's exit and land on the narrow beam below. Pluck a coin purse out of the bird's nest on the beam, then climb back into the crawl space and backtrack to the footbridge you recently knocked down.

Garrett's Challenge:"Find all City loot" (23/398)

Area 8: Blackfurrow (Revisited)

Back in Blackfurrow, cross the footbridge that you knocked down with an arrow to reach the south roof. Peer over the roof's southeast edge to spy a narrow beam below. Carefully drop onto the beam.

Turn around after you land on the beam and notice an open window. Drop to the next beam below, then climb through the window to explore a small loft.

Search the loft's desk to find a pen, then swipe another coin purse from the bird's nest that rests on the far windowsill.

Garrett's Challenge: "Find all City loot" (25/398)

Turn around after collecting the coin purse; crouch to spy a switch hidden on the wall behind the loft's bed. Use a blunt arrow (or any other kind of arrow) to trigger this switch, and the nearby wall will slide away, revealing a secret nook.

The nook contains a document and a vase. The document shows a rough sketch map of Muddler's Row and seems to hint at a secret switch hidden behind some stairs beyond a crawl space vent.

GOODIE BOX
Document #17
Stonemarket (6/33)
"Smuggler's Map: Muddler's Row"

Garrett's Challenge: "Find all City loot" (26/398)

Climb back out of the window and drop from the beam to return to the alley with the gentlemen. Go north, face west, and leap to another narrow beam.

Remain on the beam and ensure that no guards are about before you drop down. Ignore the nearby locked door and enter the south alley instead.

Another vent-covered crawl space lies at the alley's south end. Use the wrench tool to enter the crawl space, which leads to a small room.

The room features two save cabinets and a desk. Loot the desk to obtain a letter opener and a pen. You can pick the locked door if you like, but exiting through the door puts you at risk of being spotted by the patrolling guards in the alley. Backtrack through the crawl space instead.

Garrett's Challenge: "Find all City loot" (28/398)

Sneak into the west alley to discover another vent-covered crawl space. This is the same crawl space that was shown on the "Smuggler's Map: Muddler's Row" document you recently discovered. Unscrew the vent and head through the crawl space beyond to reach a musty cellar.

There seems to be nothing of interest in the cellar, but your Smuggler's Map says otherwise. Crouch and notice a switch hidden beneath the stairs. Fire any arrow into the switch to trigger it and uncover a hidden chest in the wall.

The chest contains two food items, a valuable vase and ring, and another Smuggler's Map document. Looks like you've started a very profitable scavenger hunt. Backtrack out of the crawl space after pocketing your valuables and return to the alley.

GOODIE BOX
Document #18
South Quarter (1/14)
"Smuggler's Map: Eel's End"

Garrett's Challenge: "Find all City loot" (30/398)

The west stairs lead up to the Clock Tower Plaza, but let's keep exploring Blackfurrow. Go east and scale the wall near the locked door to return to the alley with the gentlemen.

Head south down the alley to explore Blackfurrow's south streets. Turn right and go west when you exit the alley to enter Moorsditch. Be careful not to be seen by the patrolling guards as you go.

Area 12: Moorsditch

Moorsditch features an impressive stone obelisk, which in turn features an interesting plaque. Use the wrench tool to remove the plaque and claim another collectible. Pressing the switch behind the plaque has no obvious effect, but you'll figure out its purpose later on.

GOODIE BOX
Collectible Loot #9
City Heritage Plaques (3/16)
"Ulysses Northcrest's Obelisk"

Move to the northeast nook to discover a locked door. Pick the lock and head inside to reach a small storeroom.

Use the cabinets inside the storeroom to save, and swipe a pen from the nearby crate before stepping back outside.

Garrett's Challenge: "Find all City loot" (31/398)

Scale the north wall near the storeroom to reach the roof above.

Turn around immediately after scaling the wall and cross a wooden walkway to reach the taller building to the south. Climb onto this building's roof to return to Blackfurrow.

Area 8: Blackfurrow (Revisited)

Go east across the rooftops and peer over the east roof's north edge to spy a coin purse in a bird's nest. Carefully drop and collect the purse.

Garrett's Challenge: "Find all City loot" (32/398)

Continue going east, and run and jump to the neighboring building. Pry open a window here to enter a musty attic.

Plunder a small box in the attic to find a brooch, and raid the nearby desk's drawers to score a letter opener and a pen. Grab the newspaper on the desk to claim a document as well. During this process, eavesdrop on the people on the floor below you to learn that a woman named Libby has hidden a ring near a chimney. How interesting...

GOODIE BOX
Document #4 (Duplicate)
Newspapers (2/13)
"Clock Tower Stops Again!"

Garrett's Challenge: "Find all City loot" (35/398)

Head back out through the window and search near the chimney to discover Libby's ring. It's not a collectible, but it's worth a pretty penny. Swipe it and then leap back over to the previous building's roof.

Garrett's Challenge: "Find all City loot" (36/398)

Use your blackjack to whack the pulley on the roof's south side, which lowers a ladder down to the alley below. This may come in handy in the future, but don't climb down yet.

Instead, cross the nearby beam to reach the south building's wooden ledge. Go west across the ledge and collect a gold coin that sits near a gap. Notice the control box on the nearby wall. You need the wire cutter tool to hack the box, but remember where you saw it. (We'll guide you back here when the time is right.)

Garrett's Challenge: "Find all City loot" (37/398)

Leap the gap after collecting the coin to reach a coin purse on a railing.

Garrett's Challenge: "Find all City loot" (38/398)

Turn around and look down after grabbing the coin purse, and notice a gold coin on the ledge below. Drop and collect this prize.

Garrett's Challenge:"Find all City loot" (39/398)

Go east across the ledge to discover an ashtray on a barrel. After claiming this prize, carefully drop to the low trench below you, which runs parallel to the street that the pair of guards patrol.

Garrett's Challenge:"Find all City loot" (40/398)

Go west through the trench to return to Moorsditch.

Area 12: Moorsditch (Revisited)

Sprint to the trench's west end to discover a single gold coin. There's another control box on the nearby wall, but again, you don't have the wire cutter tool and therefore can't hack it yet.

Garrett's Challenge: "Find all City loot" (41/398)

Backtrack a bit and climb the north wall to exit the trench. Continue climbing up some crates and over a railing to reach higher ground.

The nearby building features a window that you can pry open. Do so to enter Sick Willy's Town House. You can only enter this window if you've accepted Basso's "Sick Willy" side job, as previously advised.

Area 13: Sick Willy's Town House

Common Loot

Map Icon	Item(s)
	Perfume bottle
	Perfume bottle
	Flask
	Letter opener
	Scissors
	Picture frame
	Ring
	Pen
	Pile of coins
	Pocket Watch

Documents

Map Icon	Item(s)
	Who Watches the Watch Hounds (Duplicate)
	Letter to Sick Willy
	Sick Willy's Register

Sick Willy's Town House is filled with items of worth. Bloodstains on the floor also show signs of a recent struggle. Give the house a thorough search, raiding every cabinet and drawer for plunder. The downstairs desk features a newspaper, a letter, and a pen.

GOODIE BOX
Document #6 (Duplicate)
Newspapers (3/13)
"Who Watches the Watch Hounds?"

GOODIE BOX
Document #19
Stonemarket (7/33)
"Letter to Sick Willy"

Garrett's Challenge: "Find all City loot" (49/398)

Go back upstairs and inspect the painting near the lantern. Search for two triggers around the frame and press them both to discover a secret room.

Sick Willy's corpse falls from a loft above the secret room, and a ladder drops down. Collect the document from Sick Willy's body to discover some vital information.

GOODIE BOX
Document #20
Stonemarket (8/33)
"Sick Willy's Register"

Climb the ladder to reach Sick Willy's secret loft. Raid the chest here to claim a pile of coins and Sick Willy's gold pocket watch. Obtaining this watch completes Basso's "Sick Willy" side job. You're all done here, so exit Sick Willy's Town House.

Garrett's Challenge: "Find all City loot" (51/398)

Area 12: Moorsditch (Revisited)

After exiting Sick Willy's Town House, climb on top of the building and go to the roof's west side. Notice a ladder leading down to a low nook. Descend it to explore the nook, which features a locked chest.

Pick the chest's lock to open it and claim a valuable vase and coin purse. Climb back up to the roof after pocketing these prizes.

Garrett's Challenge: "Find all City loot" (53/398)

Move to the roof's east side and notice some narrow beams. Hop across these to reach a longer beam.

When you reach the longer beam's end, face north and scale the north wall to reach a porch with a locked door.

Pick the door's lock to gain entry to a small room.

Beware: There are two pressure plates on the floor of this room. Stepping on the one near the small table causes the room's door to slam shut. If you approach the door, you'll trigger a dart trap that can quickly spell your demise. Don't approach the small table, but open the room's locked cabinet instead to claim a picture frame.

Garrett's Challenge: "Find all City loot" (54/398)

After collecting the picture frame, inspect the books inside the cabinet. One of the books is actually a trigger switch that will open the room's east window. Find this book and pull it, and you'll have a safe means of escape.

Now search the small table's drawers to discover some earrings. You'll end up loading the trap near the door, but that's fine, because you can simply exit the room through the nearby window. Do so. (If you had the wire cutter tool, you could climb onto the cabinet and hack the control box above to disable the trap, but it's not necessary.)

Garrett's Challenge: "Find all City loot" (55/398)

After exiting the room, go south and carefully drop down to Moorsditch's main plaza. Go west and climb back onto the roof of Sick Willy's Town House.

While standing on the roof, face west and look up to spy a pair of anchor beams above you. Stick a rope arrow into each anchor beam, then leap from rope to rope to reach the narrow beam to the south.

The beam connects to a narrow wooden ledge. Pry open the nearby window to enter a small room.

Collect the flask and wineglass in the room, then notice the painting on the wall. You could steal it if you had the razor tool, but it's not an option at present. For now, simply climb back out through the window.

Garrett's Challenge: "Find all City loot" (57/398)

Exit the room and face west. Hop over to the nearby beam.

Turn around after landing on the beam, and notice another beam below you. Carefully drop to the lower beam.

Again, turn around and spy a third beam below. Carefully drop off the second beam's north edge and land on the third beam.

Snatch the coin purse from the third beam's bird's nest, then drop to the trench below. Climb out of the trench as you did before, and climb back up to the roof of Sick Willy's Town House.

Garrett's Challenge: "Find all City loot" (58/398)

While standing on Sick Willy's roof, face south, look up, and spy another anchor beam jutting out from the south buildings.

Lodge a rope arrow into the anchor beam, then climb up to a balcony.

Swipe a wineglass from the balcony's crate, then pick the nearby locked door to enter a small office.

Garrett's Challenge: "Find all City loot" (59/398)

The office's desk contains no valuables, but there's a switch hidden on its underside. Press it to make the room's painting slide away, revealing a wall safe.

Pick the safe's difficult lock to claim a document and some valuable earrings. The document shows a rough sketch of Blackfurrow and a switch hidden behind a bed in a room marked with an X. You've already looted that room, so there's no need to return. Aren't you glad you're following this walkthrough?

GOODIE BOX
Document #21
Stonemarket (9/33)
"Smuggler's Map: Blackfurrow"

Garrett's Challenge: "Find all City loot" (60/398)

Area 8: Blackfurrow (Revisited)

You've now fully explored both Blackfurrow and Moorsditch (for the time being). Return to the alley in Blackfurrow that's patrolled by the two guards, and head north when it's safe to do so. Take the east passage to visit a small area known as Kaitlin Court.

Area 14: Kaitlin Court

This small square features a tall obelisk, just like the one in Moorsditch. Unscrew the obelisk's plaque with the wrench tool to claim a new collectible. Again, the switch behind the plaque has no obvious effect. There's nothing else of interest here, so return to Blackfurrow's alley and continue moving north toward Clock Tower Plaza.

GOODIE BOX
Collectible Loot #10
City Heritage Plaques (4/16)
"Obediah Northcrest's Obelisk"

Blackfurrow (Revisited)

As you head toward Clock Tower Plaza, look up and spy a high anchor beam above Blackfurrow's alley. Fire a rope arrow into the beam, then climb up to reach a high room.

Hop through the room's open window an open the locked chest to discover some food, earrings, and a ring. Raid the nearby desk afterward to find a letter opener and a pen. Climb back down your rope afterward and continue moving northward into Clock Tower Plaza.

Garrett's Challenge: "Find all City loot" (64/398)

Area 2: Clock Tower Plaza (Revisited)

Careful: Another pair of guards patrols Clock Tower Plaza. Go west as you enter to keep to the shadows, then spy a plaque on the clock tower's south wall. Vault the south railing and use the wrench tool to steal the plaque.

GOODIE BOX
Collectible Loot #11
City Heritage Plaques (5/16)
"Stonemarket Clock Tower"

Go west and then south after stealing the clock tower plaque, searching the west alley to find a locked door. Open it while no guards are about and sneak into the townhouse beyond.

Go downstairs to find a picture frame and ashtray in the basement. Swipe them both and then backtrack out to the street, heading back toward the clock tower.

Garrett's Challenge: "Find all City loot" (66/398)

Scale the south crates and wall to the south of the clock tower to return to the upper walkway near the clock tower's entrance. Approach the clock tower's entrance, but don't go inside. Instead, turn left (face west) and carefully drop down to the narrow wooden beam below.

Cross the beam to reach a walkway. Maneuver around the walkway until you reach a ladder. Rather than climbing down the ladder, face east and climb up onto the narrow beam above you.

Vault the north railing to land on a small porch behind the clock tower. Collect the ashtray that sits farther down on the railing.

Garrett's Challenge: "Find all City loot" (67/398)

Carefully climb back over the railing, returning to the narrow beam. Backtrack across the beam to return to the clock tower's entrance. Go south and then east, crossing the walkways as if you were headed back toward Basso.

When you reach the window that leads to the Watch Council's Office, drop down from the balcony's north edge and return to the street level just as you did before.

Keep to the shadows and stay out of sight as you swipe an ashtray from the plaza's central barrel and a coin purse from the northeast crate.

Garrett's Challenge: "Find all City loot" (69/398)

Tip

At this point, it's a good idea to return to the shady merchant near the Crippled Burrick and restock your supply of rope arrows.

Sneak west from the crate to reach a shop called the Clock Tower Bookbinders. A torch lights this shop's stoop. Douse it with a water arrow, or wait until no guards are around before moving to swipe another ashtray from a crate here.

Garrett's Challenge: "Find all City loot" (70/398)

Continue following the street as it bends north. Duck into the east alley and maneuver past some debris to sneak into the Clock Tower Bookbinders. (You can only do this if you've been following the "Writing Wrongs" side job for Basso and have already visited the Author's Apartment in Blackfurrow.)

Area 15: Clock Tower Bookbinders

Common Loot

Map Icon	Item(s)
	Desk bell
	Pen
	Pile of coins
	Wineglass
	Knife

Documents

Map Icon	Item(s)
	Bookbinders Register
	Manuscript

Collect the desk bell and pen from the checkout counter, then hop over the counter to examine the open book. This provides you with a new document, but it's not the Thief Manuscript that you're after.

GOODIE BOX
Document #22
Stonemarket (10/33)
"Bookbinders Register"

Garrett's Challenge:"Find all City loot" (72/398)

Open the locked cash register to steal a pile of coins, then begin searching the books on the shelves behind you. One of the books is a trigger switch that causes a trapdoor to open in the floor.

Garrett's Challenge: "Find all City loot" (73/398)

Climb down the trapdoor's ladder to reach a secret cellar. Swipe a wineglass and knife from the table down here, along with the manuscript you seek. Collecting the manuscript earns you a document and completes the "Writing Wrongs" side job for Basso. Take your leave of the Bookbinders afterward.

GOODIE BOX
Document #23
Stonemarket (11/33)
"Manuscript"

Garrett's Challenge: "Find all City loot" (75/398)

As you leave the east alley, look up and to your left to spy a high anchor beam across the street. Fire a rope arrow into the beam and climb it when no guards are about.

Leap from the height of the rope to reach a small ledge. If you've accepted Basso's "Beauty Within" side job, you can pry open a window here and enter Miss Scarlett's Town House.

Area 16: Miss Scarlett's Town House

Common Loot

Map Icon	Item(s)
	Perfume bottle
	Pen
	Flask
	Teacup
	Teapot
	Letter opener
	Coin purse
	Scarlett's Silver Mirror

Collectible Loot

Map Icon	Item(s)
	Hydrangea Brooch

Documents

Map Icon	Item(s)
	Miss Scarlett's Diary

Miss Scarlett is fast asleep in her bed, but don't worry; nothing you do will wake her. Before doing anything else, pinch out the candle on the nightstand and swipe Miss Scarlett's diary to obtain a new document that gives a vital clue.

GOODIE BOX
Document #24
Stonemarket (12/33)
"Miss Scarlett's Diary"

Beware: Miss Scarlett's scheming father will soon be coming to check on his daughter. He is armed with a short sword, but he's not a very dangerous combatant. Hide in the shadows and wait for him to arrive. Kill him with a headshot or go for a stealth takedown. Neutralizing him makes looting the town house much easier.

After silencing Miss Scarlett's father, search the bedroom cabinet to claim a perfume bottle, then open the nightstand's locked drawer to score a pen. Head downstairs and set about looting the living room.

Garrett's Challenge: "Find all City loot" (77/398)

The locked drawer of the living room's east table contains a flask, and the cabinet near the fireplace holds a letter opener and a collectible. There's a teacup and teapot on the coffee table.

GOODIE BOX
Collectible Loot #12
Flowers Eternal (1/6)
"Hydrangea Brooch"

Garrett's Challenge: "Find all City loot" (81/398)

When you've finished looting the room, feel around the south wall's painting for two trigger switches. Press them both to make the painting slide away, revealing a wall safe with a combination lock.

The clue to uncovering the safe's combination lies in Miss Scarlett's diary. In it, she writes that she hid in the closet while watching her father open the safe. Enter the save cabinet across the room from the safe, and look to your right to notice three numbers scratched in the wood: 8, 2, 4.

Return to the wall safe and input the combination to open it. Inside, you discover a coin purse and Miss Scarlett's Hand Mirror. Collecting the mirror completes Basso's "Beauty Within" side job.

Garrett's Challenge: "Find all City loot" (83/398)

Area 2: Clock Tower Plaza (Revisited)

The living room window leads outside, but don't pry it open. Instead, go back upstairs and exit the house through the same window you used to enter it. Cross the narrow beam that spans the street outside.

Hop onto a shorter beam, and climb up to narrow ledge. Snatch a coin purse from a bird's nest up here.

Garrett's Challenge: "Find all City loot" (84/398)

Backtrack across the beams and descend your rope to return to the street. Scale the west building, which is marked "Reynard's Coffeehouse."

Collect another coin purse from a bird's nest on the building's roof, then enter the north passage to visit the Gullet.

Garrett's Challenge: "Find all City loot" (85/398)

Area 17: The Gullet

The rooftop passage leads to a window that you can pry open. However, don't pry it open just yet. Instead, descend the sloped roof to the west, then slide down a ladder to reach the alley below.

If you've accepted Basso's "Machinations" side job, then you'll be able to enter the nearby shop. Do so to visit Ector's Emporium.

Area 18: Ector's Emporium

The small shop is home to genius inventor, Ector. Talk to the man to complete Basso's "Machinations" side job and accept Ector's "Hand Tailored" client job.

After speaking with Ector and accepting his client job, examine the book on the northeast table to obtain a new document. Search the table's drawers as well to discover two letters.

GOODIE BOX
Document #25
Ector Client Jobs (1/21)
"Ector's Memoirs"

GOODIE BOX
Document #26
Ector Client Jobs (2/21)
"Ector's Letter to Clockwise"

GOODIE BOX
Document #27
Ector Client Jobs (3/21)
"Clockwise's Letter to Ector"

Area 17: The Gullet (Revisited)

Take your leave of Ector's Emporium and scale the alley's north ladder to return to the rooftops. Go east and pry open a window to enter Troy's Apothecary. You can only open this window if you've accepted Basso's "Medical Misery" side job.

Area 19: Troy's Apothecary

Common Loot

Map Icon	Item(s)
	Syringe
	Troy's Miracle Tonic
	Microscope
	Ink bottle
	Pen

Documents

Map Icon	Item(s)
	The Benefits of Strict Curfew (Duplicate)

Troy's Apothecary is a small building that features two rooms and a hallway. The hall is unguarded, but there are two guards in the north room, and the shop's proprietor is busy working in the south room. Peer through the locked doors' keyholes to spy on these men if you like.

Troy's workroom contains all of the important stuff. Unscrew the vent in the hall with the wrench tool and sneak into the crawl space beyond.

The crawl space leads to the south room, where Troy is busy working. Unscrew the vent, then study Troy's movements. When he turns his back, sneak out of the crawl space and knock him out from behind. Don't let Troy see you or the guards will rush into the room.

For safety, hit the south light switch to darken the room after knocking out Troy. Collect the microscope, syringe, and Troy's Miracle Tonic from the table. Nabbing the tonic completes Basso's "Medical Misery" side job.

Garrett's Challenge: "Find all City loot" (88/398)

Return to the hall and hit the north light switch to darken it. Enter the nearby cabinet to save, then pick the north room's locked east door, but don't open it.

Peek through the keyhole and spy on the guards. When the patrolling guard moves out of view to the right (south), open the door. The seated guard will become curious, but he won't move to inspect the door. Still, it's best to sneak down the hallway a bit for safety after opening the door.

When the guards' curiosity fades, return to the now-open door. Again, wait for the patrolling guard to move to the right (south), then pick off the seated guard with a headshot.

The patrolling guard will become suspicious and move to check on his fallen comrade. Sneak behind him and knock him out as he does so.

With both guards down, collect the newspaper on the desk, and search its drawers to find an ink bottle and a pen. That's the last of the loot; exit through the north window to reach Baron's Way North.

GOODIE BOX
The Benefits of Strict Curfew (Duplicate)
Newspapers (1/13)
"The Benefits of Strict Curfew"

Garrett's Challenge: "Find all City loot" (90/398)

Area 20: Baron's Way North

No guards patrol this small section of the City, so you're free to explore without fear. Turn right and carefully drop down the narrow east ledges to reach the street level.

Look for the corpse of a woman near the street's east corner. Collect the letter she has dropped to acquire a new document.

GOODIE BOX
Document #28
Stonemarket (13/33)
"Last Warning Letter"

The east alley leads to the place where Ector's "Hand Tailored" client job begins. Now's a good time to undertake this optional job if you're interested in earning some more coin.

Client Jobs

When you begin the "Hand Tailored" mission, you'll be participating in a client job. These special jobs are more involved than Basso's side jobs, and they even feature Thieving Challenges, just like the main story chapters. For this reason, we've dedicated a special chapter to fully exposing all of *Thief*'s client jobs.

After you return from the client job, go west along the street. Spy a plaque near the north gate and unscrew it to claim another of these special collectibles.

GOODIE BOX
Collectible Loot #13
City Heritage Plaques (6/16)
"Stonemarket First Bank"

Now go south and enter the dark south passage. Unscrew the vent you discover here with your wrench tool and sneak into the crawl space beyond.

The crawl space leads to a small bedroom with several items of interest. Collect the poppy that grows here, then swipe the bracelet and earrings from the nearby stand. Grab the note on the bed as well to obtain a new document that shows a sketch of the obelisk in Kaitlin Court. It seems there's more to those switches behind the City's obelisk plaques than meets the eye...

GOODIE BOX
Document #29
Stonemarket (14/33)
"Bait and Switches 1"

Garrett's Challenge: "Find all City loot" (92/398)

Backtrack out of the crawl space and go west a bit to find some crates and clutter that you can maneuver past. Doing so would return you to the Gullet, but you haven't finished exploring Baron's Way North yet.

Instead of maneuvering past the crates, look up to spy a hole in the dark passage's roof. There's an anchor beam up there; fire a rope arrow into the beam, then climb up through the hole to reach a small loft.

Swipe a picture frame off the loft's desk, then search its drawers to discover a coin purse. Drop back down to the shadowy passage afterward.

Garrett's Challenge: "Find all City loot" (94/398)

Leave the passage and continue following the street to its north end. As you go, spy a locked door on the street's west side. Ensure that no one's looking before you pick the door's lock to enter the Leatherwood Furniture shop. Close the door behind you to shelter yourself from prying eyes.

Area 21: Leatherwood Furniture

Common Loot

Map Icon	Item(s)
	Candlestick
	Pile of coins
	Gold coin

Hit the light switch on the wall near the door to darken the shop's entry, then swipe a candlestick off the nearby table.

Garrett's Challenge: "Find all City loot" (95/398)

Head downstairs and snuff out some candles on a barrel. Crouch and enter the nearby crawl space afterward, which is partially hidden by debris.

The crawl space leads to a back room. Collect a pile of coins on a barrel here, then grab the single gold coin that lies on the floor. Press the notch on the barrel near the single gold coin to make the west wall slide away, revealing a secret room.

Garrett's Challenge: "Find all City loot" (97/398)

Drop into the secret room and collect the poppy that grows down here. If you had the razor tool, you could steal the nearby painting off the wall, but it'll have to wait for now. Backtrack out through the crawl space.

Area 20: Baron's Way North (Revisited)

Well done, you've completed your explorations of the City for the time being. Return to the dark south passage and maneuver through the clutter at its west end to revisit the Gullet.

Area 17: The Gullet (Revisited)

Back in the Gullet, scale the east roofs and take the rooftop passage back to Clock Tower Plaza. Once there, head for the east gate that leads to the Crippled Burrick.

Area 4: The Crippled Burrick (Revisited)

Back in the Crippled Burrick area, take a moment to trade with the shady merchant in the alley and restock your supplies. Proceed toward your primary objective afterward, optionally stopping to purchase more Focus points off the Queen of Beggars. Go through the north gate when you're ready to begin the next story chapter, which is marked as your primary objective.

Walkthrough

Chapter 2: Dust to Dust

Basso wants a specific ring stolen from a man named Cornelius. The unfortunate gentleman in question recently died and the corpse is allegedly held at the old Vale Street Ironworks past the chapel. It's not clear why but this won't be as easy as it sounds; the place is crawling with the Baron's Watch.

Chapter Stats
Collectible Loot Items: 5
Common Loot Items: 71
Pockets to Pick: 15
Locks to Pick: 7
Threats (Guards): 26

Thieving Challenges

Challenge		Playstyle	Reward
	Remain undetected	Ghost	250 G
	Pick 10 pockets	Opportunist	200 G
	10 combat takedowns	Predator	175 G
	Lift all loot items	Hybrid	250 G

Top Tips

Keep the following tips in mind to gain an advantage in this story chapter:

- The wrench tool is extremely useful in this chapter. Use it to access a variety of crawl spaces that give you a tactical advantage. You can't collect all of the loot if you don't have the wrench tool.
- If you're after Thieving Challenges, the "Dexterity" Focus ability makes pickpocketing guards with multiple purses much easier.
- Similarly, the "Speed" and "Combat" Focus abilities will make combat takedowns easier to perform.
- You can't complete the "remain undetected" and "10 combat takedowns" Thieving Challenges in one playthrough. Decide which one you prefer.

Objective 1: Find a Way into the Foundry

Area 1: Main Gate

Common Loot

Map Icon	Item(s)
	Gear
	Flask
	Syringe
	Coin purse
	Gear
	Pocket portrait
	Desk bell

Collectible Loot

Map Icon	Item(s)
	Charity's Memory

Documents

Map Icon	Item(s)
	Coal Room Stash Note

The main gate is under guard, so proceed with caution. Keep to the shadows and the patrolling watchmen won't notice you.

Begin by grabbing the nearby rope and descending. When you reach the rope's end, drop to the wooden ledge below. Have no fear of the guard on the nearby bridge—though he seems alert, he won't spot you in the shadows.

Drop from the wooden ledge to reach the lower trench. Collect a gear down here.

Thieving Challenge: "Lift all loot items" (1/71)

If you have the wrench tool, scale the northeast wall to reach a crawl space that requires the wrench tool to enter. Unscrew the vent and head inside.

Collect a flask from the crawl space, and follow along until you reach another vent. Unscrew this one as well to venture to the crawl space's end, where you find a syringe.

Thieving Challenge: "Lift all loot items" (3/71)

If you like, you can backtrack a bit and climb out of the crawl space, circumventing the main gate. However, you'll miss out on some gold, choke arrows, and combat takedown opportunities if you take this shortcut. If you're in a hurry, take the shortcut. If you're after every last bit of loot, backtrack through the crawl space and drop down into the trench below the bridge.

Climb the trench's northwest wall to reach a ladder that leads up to the surface.

Guard Games

After climbing out of the trench, you'll be within striking range of the guard who patrols the bridge. You can simply ignore this guard, but if you're after Thieving Challenges, he's a prime target for a combat takedown. The area's two other guards won't see or hear the struggle if you attack this guard while he's in the shadows on the bridge. This guard has nothing to steal, so the combat takedown is all you can get from him. If stealth is your game, perform a stealth takedown to ensure the guard doesn't cause you any problems, or simply let him be.

Thieving Challenges

Combat takedowns are different than stealth takedowns. To perform a combat takedown, you must battle a guard directly. Wound the guard with the blackjack until he's near death, then perform the combat takedown when prompted. You cannot simply sneak behind a guard and take him down—those are known as stealth takedowns, which don't count toward your Thieving Challenge goal.

Thieving Challenge: "Perform 10 combat takedowns" (1/10)

Whether or not you choose to battle the guard on the bridge, return to the shadows and look for a low wooden fence near the area's west wall. Vault this fence as you sneak south, heading for a guard who's fallen asleep in a chair near a barrel.

Caution

Guard Dog on Duty

Keep well away from the caged dog near the area's east wall. Even if you're totally silent and remain in the shadows, the dog will sniff you out. If you don't move away from it, the dog will begin to bark, alerting its masters.

Careful: another guard walks a rectangular patrol route nearby. Remain in the shadows and watch the patrolling guard's route. When the patrolling guard begins to walk south, toward the brazier and caged dog, sneak over and knock out the sleeping guard.

Quickly pick up and toss the guard's body into the northwest shadows. The patrolling guard will soon return to his position near the north gate and will spot his unconscious comrade if you don't move him. Also, be sure to snag the purse that the sleeping guard has carelessly dropped near his chair.

Thieving Challenge: "Lift all loot items" (4/71)

With only one guard left to deal with, feel free to attack him directly and score another combat takedown. Guards are dangerous in pairs but are fairly easy to handle individually once you get the hang of dodging. This guard has two coin purses worth stealing, so pick his pockets before you strike. If stealth is your game, simply sneak behind the guard and knock him out.

You can also use a fire arrow to detonate the red explosive barrel that the guard walks past as he heads south from the north gate. This will kill the guard and send the caged dog into a frenzy, but it will not earn you a combat takedown.

Thieving Challenge: "Perform 10 combat takedowns" (2/10)

Thieving Challenge: "Pick 10 pockets" (2/10)

Now that the area is free of guards, let's do a little exploring. Pick the locked box on the barrel near the sleeping guard's chair. Inside you'll find two choke arrows.

The northeast gate features a simple lock, but the nearby wall brazier exposes you while picking the lock. Good thing no guards are left to spot you as you pick the lock.

Once you're past the locked gate, collect a gear that lies in a pile of ash. Scale the nearby wall to reach the next area, but make sure you're ready to advance, as there's no going back over the wall again.

Thieving Challenge:"Lift all loot items" (5/71)

Area 2: Dust Yard

There are no guards to worry about in this area, so forgo stealth in favor of speed. As you explore, Garrett experiences a sudden vision in which Erin calls out to him. How strange...

Collect the poppy that grows in the central yard. This will come in handy if you ever need to restore Garrett's Focus energy. A pocket portrait lies on the ground to the west as well.

Thieving Challenge: "Lift all loot items" (6/71)

Move to the yard's southeast corner, and you'll be prompted to observe the distant Northcrest Manor. There's no need to do this, but it offers quite a view.

Secret Shack

Next, climb the tall crate that stands near the wooden crane in the middle of the yard. Use the crate to climb onto the crane.

Cross the crane's narrow beam and leap over to the roof of the nearby shack.

Crouch and sneak past the roof's pipes to discover a ladder leading down into a shack. Climb or drop down to enter the shack.

The shack holds a few items of value. Collect the note on the desk to gain a new document, then open the desk's drawers to discover a valuable ring. Swipe the desk bell from the far shelf as well.

GOODIE BOX
Document #34
Chapter 2 (1/9)
"Coal Room Stash Note"

GOODIE BOX
Collectible Loot #16
Memories of the Dead (1/6)
"Charity's Memory"

Thieving Challenge: "Lift all loot items" (7/71)

Pipe Climber

Climb out of the shack and notice a drainpipe running up the wall of the north building. Climb the pipe and begin working your way to the left (west).

Climb up to reach more pipes, and keep working your way west. Use the Run/Climb/Jump button to leap the longer gaps you encounter.

When you reach the final pipe, drop to the lower handhold, then continue moving west. Keep going until you reach an opening in the wall. Climb up and through the opening to land in a ventilation shaft. There's no going back once you slide down the shaft.

Area 3: Ventilation Shaft

There's little of interest inside the ventilation shaft. Simply navigate it until you reach your objective marker, then climb up to a higher shaft.

Move to the end of the higher shaft, and you'll come to an opening. Careful: There's a guard below you. Perform an aerial takedown on the guard before he moves away, or drop and battle the guard in an effort to score another combat takedown. This guard also has two purses to steal, so don't perform the aerial takedown if you're after Thieving Challenges. Instead, wait for him to move upstairs, then drop and pick his pockets before combating him or knocking him out.

Thieving Challenge: "Pick 10 pockets" (4/10)

Thieving Challenge: "Perform 10 combat takedowns" (3/10)

Objective 2: Discover Where the Bodies Are Taken

Area 4: Office Level

Common Loot

Map Icon	Item(s)
	Ashtray
	Microscope
	Candlestick
	Coin purse
	Magnifying glass
	Gear

With the guard out of commission, head upstairs and collect the food on the floor near the barrels. Swipe an ashtray from the crates that follow.

Thieving Challenge: "Lift all loot items" (8/71)

When you reach an apparent dead end, climb a tall crate to continue exploring.

You soon come to a small office. Steal everything in sight; open the desk's two drawers and raid the corner chest. After you've stuffed your pockets, backtrack out of the office and head downstairs.

Thieving Challenge: "Lift all loot items" (13/71)

Objective 3: Hook on to the Assembly Line

Area 5: Main Line Hall

Common Loot

Map Icon	Item(s)
	Flask
	Gear
	Cup
	Cup
	Knife
	Flask
	Ashtray
	Candlestick
	Ashtray
	Coin purse
	Desk bell
	Gear

Documents

Map Icon	Item(s)
	Transportation of Cadavers
	Broken Glass

Go downstairs until you reach some windows that overlook the Main Line Hall. You'll soon be using these to infiltrate the hall, but don't climb through them just yet.

Instead, go to the stairwell's bottom to find a flask hidden under the stairs. You can open the nearby door to begin your infiltration of the Main Line Hall, but we recommend using the aforementioned windows.

Thieving Challenge: "Lift all loot items" (14/71)

Backtrack upstairs and climb through the south window to reach some short wooden beams. Collect the gear from the west beam, then climb back through the window.

Thieving Challenge: "Lift all loot items" (15/71)

Now climb through the east window to reach more short beams. Study the room's three guards; notice that one of them moves directly under you during his patrol, setting himself up for an aerial takedown. Rather than knocking him out in this fashion, hop across the beams to reach the balcony, which is patrolled by an armored crossbow guard.

Pick the crossbow guard's pockets and knock him out from behind, or challenge him to single combat and score another combat takedown. Don't worry, the two guards below you won't hear the struggle and couldn't reach you even if they did. Collect the cup on the nearby barrel after the fight.

Thieving Challenge: "Pick 10 pockets" (6/10)

Thieving Challenge:"Perform 10 combat takedowns" (4/10)

Thieving Challenge: "Lift all loot items" (16/71)

After you eliminate the crossbow guard, your path to the next area is clear—you can simply head east to get there. However, there's more to see and do in the Main Line Hall. Backtrack across the balcony, collecting another cup off the railing as you go.

Thieving Challenge: "Lift all loot items" (17/71)

Hop back across the beams, and stop on the beam near the east window. Use a water arrow to douse the wall brazier below you while the patrolling guard isn't around to notice it.

Drop from the beam after dousing the brazier and sneak to the room's northwest corner. Wait for the guard to return, then pick his pocket. Knock out the guard afterward, or defeat him in combat to score another combat takedown. (With the wall brazier out, the remaining guard won't be able to see the clash, and he's too far away to hear it.) Collect the knife from the nearby crate afterward.

Thieving Challenge: "Pick 10 pockets" (7/10)

Thieving Challenge: "Perform 10 combat takedowns" (5/10)

Thieving Challenge: "Lift all loot items" (18/71)

The remaining guard is now easy pickings. Wait for him to face east, then steal both his coin purses and knock him out, or defeat him in single combat.

Thieving Challenge: "Pick 10 pockets" (9/10)

Thieving Challenge: "Perform 10 combat takedowns" (6/10)

Hall Haul

With the Main Line Hall secured, it's time to plunder the place. Begin by swiping the note that's pinned to the wall near the guard you've just neutralized.

GOODIE BOX
Document #35
Chapter 2 (2/9)
"Transportation of Cadavers"

Search behind the nearby south support pillars to discover a flask.

Thieving Challenge: "Lift all loot items" (19/71)

Go north and use a cabinet to save your progress, then swipe the nearby ashtray from the shelf.

Thieving Challenge: "Lift all loot items" (20/71)

Next, pick the locked door near the wall notice to enter a small storage room. Swipe the food off the candlelit crate and climb onto the northwest cage to discover a hidden candlestick.

Thieving Challenge: "Lift all loot items" (21/71)

Proceed through the north door to reach the room where you can hook onto the assembly line. Before you do so, collect the food off the nearby crate, then unscrew the north vent and enter a secret crawl space.

The crawl space leads to a small chute. Swipe the ashtray from the debris here, then backtrack through the crawl space.

Thieving Challenge: "Lift all loot items" (22/71)

Climb up toward the hook that's marked as your objective, but don't grab on to it just yet. Instead, collect the nearby coin purse and then climb up even higher to snatch a desk bell from a chest. Be sure to snag the note that's hanging on the wall near the chest as well.

GOODIE BOX
Document #36
Chapter 2 (3/9)
"Broken Glass"

Thieving Challenge: "Lift all loot items" (24/71)

Go up the south stairs afterward to reach a short hall that leads back to the balcony. Loot the desk in the hall to find a gear, then return to the assembly line.

Thieving Challenge: "Lift all loot items" (25/71)

By Hook or by Crook

Get close to the assembly line's hook, and you'll be prompted to interact with it. Grab the hook and hitch a ride deeper into the facility.

Remain on the hook until you catch sight of a crossbow guard. Drop from the hook before the guard spots you, and begin your exploration of the Manufacturing Area.

Objective 4: Move Through the Old Manufacturing Area

Area 6: Manufacturing Area

Common Loot

Map Icon	Item(s)
Entry	
	Magnifying glass
	Scissors
Office and Storage	
	Knife
	Fork
	Magnifying glass
	Candlestick
	Candlestick
	Telescope
	Flask
Corridor A	
	Gear
	Knife
	Gear
Workshop	
	Magnifying glass
	Candlestick
	Telescope
Corridor B	
	Scissors
	Flask
	Coin purse
	Fork
	Flask
	Coin purse
Main Chamber	
	Candlestick
	Coin purse
	Gear
	Pile of coins
	Scissors
	Magnifying glass
	Gear
	Turquoise Brooch
Supply Room	
	Fork
	Fork
	Spoon
	Spoon
	Knife

Collectible Loot

Map Icon	Item(s)
	Daisy Brooch
	Soul of the Automaton

Documents

Map Icon	Item(s)
	Break Spot
	Renovation Notice
	Cryptic Letter
	Off Limits
	Dead List

After dropping from the hook, move into the shadows and sneak past some tables. Beware the broken glass on the ground—move very slowly while sneaking to avoid making noise as you cross it.

Pick the table's locked drawer to discover a magnifying glass. Proceed to the far table and snatch some scissors and a letter.

GOODIE BOX
Document #37
Chapter 2 (4/9)
"Break Spot"

Thieving Challenge: "Lift all loot items" (27/71)

If you've been performing combat takedowns in this mission, the crossbow guard above you is a prime target. Sneak up the stairs (vault the railing if you like), pick his pocket, and then confront him. You can also simply knock him out from behind if you like.

Thieving Challenge: "Pick 10 pockets" (10/10)

Thieving Challenge: "Perform 10 combat takedowns" (7/10)

When you've finished toying with the crossbow guard, pick the lock on the door at the foot of the stairs and proceed to the next room.

Office and Storage

This small office is free of guards and houses a number of valuables. Collect the cutlery on the table, then unscrew the nearby vent to enter a crawl space, where a magnifying glass is stashed.

Thieving Challenge: "Lift all loot items" (30/71)

Proceed through the next crawl space to visit a small storage room. Swipe two candlesticks from a crate here, and open the small box to score three blunt arrows, one rope arrow, and one broadhead arrow. Not a bad haul.

Thieving Challenge: "Lift all loot items" (32/71)

The next crawl space vent provides a shortcut through the Manufacturing Area, but there's more to plunder in the office. Backtrack to the office and climb onto the tall cabinet. From there, climb up to the wooden shelf above.

Circle around the shelf to discover a precious telescope. Pocket this valuable prize.

Thieving Challenge: "Lift all loot items" (33/71)

Drop from the shelf and hit the west wall's light switch to darken the office. With the room darkened, swipe the letter from the nearby desk, then raid the desk's drawers to find a flask. When you've finished looting the office, open the nearby door and enter the corridor beyond.

GOODIE BOX
Document #38
Chapter 2 (5/9)
"Renovation Notice"

Thieving Challenge: "Lift all loot items" (34/71)

Corridor A

Careful, there's a guard nearby. Sneak to the top of the stairs, then open the small box that sits atop a crate to discover six more blunt arrows. These arrows inflict little damage but are ideal for triggering remote switches and creating sounds that can lure away guards.

Use a blunt arrow to hit the switch on the wall ahead, and the lights will go out. The nearby guard quickly moves to turn the lights back on, giving you a chance to sneak up, pick his pocket, and then knock him out from behind. Just beware the broken glass on the floor near the switch; cross it too quickly and the guard will round on you. Of course, this lone guard is another easy target for a combat takedown if you're going that route.

Thieving Challenge: "Perform 10 combat takedowns" (8/10)

If you don't knock out the guard, he'll soon be called away by another watchman who stands farther down the hall, to the east. After the guard is called away, hit the light switch again to re-create darkness, then look up to spy an overhead anchor beam a short ways down the hall. Fire a rope arrow into the beam, then climb onto the nearby cabinet to reach the rope.

Leap from your rope to land atop the high overhead shelves. Hop to the far shelf and claim the collectible you find there. Drop from the shelf afterward and advance along the corridor, ignoring the north door.

GOODIE BOX
Collectible Loot #17
Flowers Eternal (2/6)
"Daisy Brooch"

When the corridor bends north, use the shadowy east alcoves to keep out of sight. There's some broken glass in the east alcoves, but among the glass is a gear that's worth grabbing.

Thieving Challenge: "Lift all loot items" (35/71)

Move through the crawl space at the final alcove's north end and peek around the next doorway to spy on the guards in the next room. Before entering the room, sneak south down the lit corridor and collect the knife that's stuck in the nearby dummy. For safety, hit the light switch afterward to darken the corridor.

Thieving Challenge: "Lift all loot items" (36/71)

Old Works

With the corridor fully explored, proceed through the north doorway, sneaking up on the guard(s) you've been following. Quickly climb onto the save cabinet and then up onto the overhead shelf as you eavesdrop on the guard(s) .

When the guard(s) finish(es) talking, one of them will backtrack down the previous corridor (assuming you didn't knock him out near the light switch before). Collect the gear on the high shelf, then drop down and pursue the guard, knocking him out or defeating him in single combat.

Aerial Aggression

If you're quick, you can perform an aerial takedown from the height of the shelf before the guard leaves the room and backtracks down the corridor. There's also some spilled kerosene on the ground that you can light with a fire arrow to burn up the guard. Either of these actions may attract the other guard, who now patrols the north corridor beyond the room. Consider the consequences.

Thieving Challenge: "Lift all loot items" (37/71)

Return to the room with the save cabinet and hit the switch on the east wall to turn off the lights. Scale the north stairs and study the other guard, who now patrols the nearby corridor beyond the west door. Battle this guard when he draws near, or simply knock him out from behind. No other guards are around to hear the struggle.

Thieving Challenge: "Perform 10 combat takedowns" (9/10)

After neutralizing the guard, peer through the tiny hole in the sealed east door, through which a soft ray of light shines.

Gazing through the hole reveals a secret chamber that's not shown on your map. Now that you know this room exists, you've got to find a way inside!

Scale the north stairs to reach an apparent dead end. Turn left and vault the railing to land near an entrance to a crawl space. Maneuver through the crawl space to reach the secret room you've just discovered.

Workshop

The secret workshop features more valuables to plunder, including a magnifying glass and a candlestick. Don't worry about the person sitting at the far desk—it's merely some sort of lifeless, mechanical mannequin.

Thieving Challenge: "Lift all loot items" (39/71)

Swipe the precious telescope that sits near the mannequin, and try not to get too creeped out when the mannequin's head slowly turns to look at you. (Give it a few whacks if you get spooked.)

Thieving Challenge: "Lift all loot items" (40/71)

A letter also rests atop a stack of books. The letter hints that the combination to the workshop's wall safe is hidden among the "old prototypes." How cryptic...

GOODIE BOX
Document #39
Chapter 2 (6/9)
"Cryptic Letter"

Have another look at the mechanical mannequin and notice that it has the number 3 etched on its back. It must be one of the numbers to the wall safe's combination! Now you just need to find the other two numbers.

Inspect the mechanical skull on the chair back near the crawl space you used to enter the room. The skull has the number 1 etched on it. This must be the second number!

To find the third number, simply spin the third dial until it works. If you're having trouble, the proper combination is 3, 1, 4.

Inside the safe, you discover a collectible loot item. Well done! Now backtrack out of the room and enter the next corridor, which your most recent victim had been patrolling.

GOODIE BOX
Collectible Loot #18
Unique Loot (3/9)
"Soul of the Automaton"

Corridor B

Though this long corridor is well lit, there's only one guard left to worry about, and he's fast asleep in a chair at the corridor's far end. You can also hit a nearby light switch to darken the corridor if you like. Snatch the scissors from the shelf as you enter the corridor, then climb onto the shelf. From there, climb onto the pipes above.

Thieving Challenge: "Lift all loot items" (41/71)

Swipe a flask and coin purse from the high shelf, then drop through the nearby hole to return to the corridor.

Thieving Challenge: "Lift all loot items" (43/71)

Continue moving east down the corridor, heading toward the snoozing guard. Beware the glass on the floor all around the guard—stepping on any of it will likely wake him. Of course, this is okay if you're after combat takedowns; otherwise, avoid the glass and ignore the guard, or knock him out silently.

Thieving Challenge: "Perform 10 combat takedowns" (10/10)

Objective 5: Find a Way to Bypass the Security Door

As you approach the sleeping guard, Garrett notices an unfamiliar locking mechanism on the nearby door. Your objective lies beyond this door, but a special key is required to open it. Inspect the note on the wall near the door's keyhole to obtain another document.

GOODIE BOX
Document #40
Chapter 2 (7/9)
"Off Limits"

Raid the small drawers of the candlelit table near the door to discover a fork; then pick the locked chest near the slumbering guard to discover the key you seek, along with some food. You're now able to open the west door and advance, but you haven't explored the Manufacturing Area's main chamber yet. Before you proceed through the east door to explore that final room, vault the railing near the chest and swipe the flask off the shelf at the corridor's end. Use the nearby cabinet to save and then open the east door to enter the main chamber.

Thieving Challenge: "Lift all loot items" (45/71)

Main Chamber

This large chamber features a crossbow guard on high, a regular guard down low, and some sort of creepy corpse inspector who walks around near the crossbow guard. This room has multiple entry points, and this one's as good as any other.

Wait patiently in the darkness of the doorway for the crossbow guard to move south, away from you. When he does, sneak around the desk on your right, and quickly press the west wall's light switch to shut off the nearby light. If you time it right, neither the guards nor the inspector will take any notice of this light going out.

Grab the candlestick off the desk after killing the light, then search the drawers to find a coin purse. Climb the tall north crate to reach the room's north balcony.

Thieving Challenge: "Lift all loot items" (47/71)

Be very careful to avoid the broken glass after climbing the wall. When the crossbow guard is to the south, swoop to the east wall and press the light switch to darken the balcony. Sneak back across the glass and loot the nearby chest to claim a gear and a broadhead arrow.

Thieving Challenge: "Lift all loot items" (48/71)

The south half of the room is now completely dark. Vault the railing to land atop the nearby rafter beams.

Make your way west along the beams, heading back toward Corridor B. Climb through a window to reach a high shelf above the door you used to enter the room. Collect the coin purse from this shelf and then return to the rafter beams.

Thieving Challenge: "Lift all loot items" (49/71)

Now sneak over to the walkway where the crossbow guard and corpse inspector are positioned. Move onto the walkway when neither man is looking. Remain crouched and motionless in the shadows at the walkway's north end, and you won't be detected.

The crossbow guard is the real threat—the inspector is unarmed. Wait patiently in the shadows for an opportunity to knock out the inspector while he's close by and the crossbow guard is down south, farthest away from you. Hold the Melee Attack/Takedown button so that you immediately pick up the inspector after the knockout; then face west and toss his body off the balcony and into the shadows below. You'll steal the inspector's key in the process, but you already possess the key that you need to open the locked door in Corridor B. (Only one key is needed; this is just another means of obtaining it.)

Now simply wait for the crossbow guard to approach, and knock him out as well. The guard downstairs isn't paying much attention and won't notice the struggle. Hold the Melee Attack/Takedown button and toss the crossbow guard's body off the balcony, just as you did to the inspector.

With the room free of guards, you can plunder the place. Everything for the taking is fairly obvious; just remember to search every desk drawer, and don't miss the gear on the table near the inattentive guard. Examine the inspector's book to discover a document as well.

Now for the inattentive guard downstairs. You can use a blunt arrow to hit the light switch near him, but the lazy oaf won't move to turn the light back on, so you can't perform a stealth takedown. Put a broadhead arrow through his face instead, or drop to battle him with your blackjack.

Thieving Challenge: "Lift all loot items" (53/71)

GOODIE BOX
Document #41
Chapter 2 (8/9)
"Dead List"

Before returning to the locked door in Corridor B, spy a high anchor beam in the main chamber's southeast corner. Fire a rope arrow into this beam, then climb up to reach an overhead walkway.

The walkway provides a stealthy means of moving through the main chamber. A valuable turquoise brooch is also hidden up here.

Thieving Challenge: "Lift all loot items" (54/71)

Sparing the Inspector

If you're playing on the hardest difficulty, then you can't harm the inspector. In this case, backtrack through the corridors and enter the room from the south door. Use a blunt arrow to hit the switch near the inattentive guard, then battle him or kill him with a headshot. After that, move to knock out the crossbow guard from the south, while he's down south and the inspector is up north. If need be, use a blunt arrow or throwable to lure the guard off the balcony. Once both guards are down, you can loot the room without alerting the inspector—though obtaining the items on the balcony is still tricky.

You're all done here. Use the key you found in the chest near the locked door in Corridor B to open the way forward. Proceed through the door to reach another section of the Manufacturing Area.

Objective 6: Hook Back on to the Assembly Line

Supply Room

A small supply room lies beyond the security door. Use the cabinet to save and raid the chest to discover two broadhead arrows, three blunt arrows, and two water arrows. Scale the nearby wall to reach a locked chest on a balcony, which contains five pieces of fine cutlery.

Thieving Challenge: "Lift all loot items" (59/71)

After plundering the chests, stand on the balcony and wait for a vacant hook to pass by. Grab it and ride deeper into the facility, just as you did before.

Objective 7: Find the Body of Cornelius

Area 7: Furnace Hall

Common Loot

Map Icon	Item(s)
	Ring
	Gear
	Gear
	Pocket portrait
	Desk bell
	Bracelet
	Ring
	Surgical Scissors
	Watch Seal
	Pile of coins
	Pile of coins
	Pile of coins

Collectible Loot

Map Icon	Item(s)
	Diamond Circle
	Cornelius's Ring

Documents

Map Icon	Item(s)
	Stripping Procedure

Again, drop from the assembly line the moment you catch sight of a crossbow guard. You're a sitting duck if you don't.

Creep through the dark crawl space ahead until you reach the furnace chamber, where the body of Cornelius is housed. Snatch a small ring from the rubble in the crawl space as you go.

Thieving Challenge: "Lift all loot items" (60/71)

As Garrett sneaks along the crawl space, he catches sight of the villainous Thief-Taker General, who "procures" Cornelius's Ring. This complicates things, but no matter. Cornelius's Ring will be yours.

Objective 8: Steal the Ring from the General

Continue sneaking along the crawl space, passing beneath the guards in the furnace room above. Climb out when you reach the far end.

Four guards watch over the furnace room, presenting a dangerous threat. While listening to their conversation, swipe the note that hangs on the nearby wall.

GOODIE BOX
Document #42
Chapter 2 (9/9)
"Stripping Procedure"

Leave the guards alone for the moment and sneak north, heading for a door. Go through to reach a small room used for storing coal.

Swipe a gear from the coal room's floor, and inspect the north chute to discover a precious ring. Grab the ring to obtain a collectible loot item.

GOODIE BOX
Collectible Loot #19
Serendi Stone Circles (2/7)
"Diamond Circle"

Thieving Challenge: "Lift all loot items" (61/71)

Enter the room's cabinet to save, then peer through the east door's keyhole. You've come full circle and are now right behind the crossbow guard who watches over the assembly line. Open the door while he's peering over the railing, pick his pocket, then knock him out or defeat him with a combat takedown. Collect the gear that sits in the nearby coal troth, then return to the furnace room.

Thieving Challenge: "Lift all loot items" (62/71)

It's time to deal with those guards. The closest one is searching a corpse for valuables and is standing just enough in the shadows for your purposes. Knock him out from behind, then swipe the pocket portrait from the table. (The other guards won't hear the struggle.)

Thieving Challenge: "Lift all loot items" (63/71)

Now comes the tricky part. While the furnace shutter is closed, you must swoop from one inspection table to the next, keeping behind the tables so that the two guards near the furnace don't see you.

Tip

Fire a blunt arrow at the switch near the furnace to seal its shutter and darken the room. Defeat the guards near the furnace or lure them away so that you may collect the desk bell that sits on the ground near the furnace.

Thieving Challenge: "Lift all loot items" (64/71)

Pause at the middle table, which has no items of value, and wait for the far guard to finish his search of his corpse. The guard takes a break and leans against a support beam. Swoop to the final table while the furnace shutter is closed, and snatch the table's two valuables: a bracelet and a ring.

Thieving Challenge: "Lift all loot items" (66/71)

The three remaining guards have nothing to steal, so there's no need to mess with them. Swipe the scissors off the barrel near the now-inattentive guard, then scale the nearby stairs to reach the door to the supervisor's office.

Thieving Challenge: "Lift all loot items" (67/71)

Unfortunately, the office door is locked tight, and no amount of lockpicking will open it. You'll need to find another way inside.

Objective 9: Find Another Way into the Office

There's a tiny hole in the window of the supervisor's office. Peer through it to view the Thief-Taker General as he places Cornelius's Ring inside a strongbox. Now you know where to look for it.

Move back toward the furnace room's inattentive guard. Climb the south wall to reach a ventilation shaft.

The shaft leads into the supervisor's office, but it's a one-way passage. Make sure you've done everything you wish to do around the furnace room before entering.

Objective 10: Open the General's Strongbox

Area 8: Supervisor's Office

As luck would have it, the Thief-Taker General is nowhere to be seen. Collect the food and watch seal from the nearby desk, then turn your attention to cracking the strongbox.

Thieving Challenge: "Lift all loot items" (68/71)

In order to get Cornelius's Ring, you must solve a simple puzzle to create a pattern. The pattern you need to create can be found in the room—just look at the posters on the wall. Focus on forming a circle in the middle of the puzzle. If you're having trouble, follow these instructions from the puzzle's original setup:

- Turn the first set of tiles twice in either direction.
- Turn the second set of tiles once to the right.
- Turn the third set of tiles once to the left.

Once you solve the puzzle, the strongbox opens, and Cornelius's Ring becomes yours. Grab all three piles of coins inside the safe as well.

GOODIE BOX
Collectible Loot #20
Client Loot (3/8)
"Cornelius's Ring"

Thieving Challenge: "Lift all loot items" (71/71)

Objective 11: Escape the Foundry

You've done well to obtain Cornelius's Ring, but now you must escape the foundry before the Thief-Taker General skins you alive. Proceed through the east door to reach the Inner Yard.

Area 9: Inner Yard

Speed is key if you hope to escape the foundry unseen. After exiting the supervisor's office, immediately sneak past the two talking guards in the Inner Yard. Keep to the shadows near the north wall as you move for the northeast crates.

After their brief chat, the guards begin to go about their patrols. Remain in the shadows near the crates and watch as one guard (the one without the torch) walks directly up to the door to the supervisor's office, which you've just exited. Sneak behind this guard as he nears the door and knock him out when he comes to a stop.

Quickly pick up the guard's body and stash it in the supervisor's office. The guard with the torch soon approaches to light the north wall's brazier, and you don't want him catching sight of his fallen comrade.

Remain in the doorway as the torch guard lights the brazier. When he moves off, sneak behind him and knock him out. Careful, though: The guard stops and faces west for a moment during his stroll.

Scaling the Wall

With the second guard down, head south, keeping to the shadows and passing through the small gated passage to the west. This passage features a wall that you could have climbed to get the drop on the patrolling torch guard, but that's no longer necessary.

A guard stands on the other side of the second gate. If you're quick, you can open the gate and knock him out before he moves off. Otherwise, he'll begin to patrol the yard's south side.

Climb onto the crate that lies just beyond the gated passage, then climb on top of the nearby wooden crane.

Drop from the crane's other side to return to the ground level, all the while remaining unseen. Sneak directly west, descending some steps on your way to the area's west wall.

When you reach the wall, face south and climb back up to the street level. Keep to the shadows and peek around a crate to study the patrolling guard (if you didn't knock him out) and the inattentive stationary guard, who leans against the wall you must climb.

When the patrolling guard (assuming he's still conscious) moves east, away from you, sneak into the light near the south wall. Hug the south wall as you move toward the inattentive stationary guard—he won't notice you as long as you keep close to the south wall and sneak. As soon as you're able, climb the wall to advance closer to freedom.

Inner Yard II

There are no guards to avoid in this area, but an alarm sounds as you pass through. Not good. Collect the poppy that grows to the south, then climb the east wall's drainpipe.

When you reach the pipe's end, drop to a lower handhold. Go right and maneuver across some claw grips on your way to an open window. Climb through the window to land on a high stone arch in the Outer Yard.

Area 10: Outer Yard

Now that the alarm is sounding, the Outer Yard's guards are on high alert. You'd best keep well out of sight. Study the guards from your entry position atop the stone arch.

The nearby roof is weak, and when you move onto it, you'll end up falling through. Dropping through this roof lands you in the small west shed and creates a racket that attracts the nearby guards. Quickly take cover in the shed's cabinet to avoid detection.

The guard won't search the cabinet, so you're safe as long as you remain hidden inside. Exit the cabinet after the guard leaves and collect the food on the nearby shelf, then sneak out of the shed when no one's looking.

Escaping the Outer Yard

Sneak south, keeping to the shadows near the west wall. Beware another patrolling guard and crossbow guard as you procure a choke arrow from a small box that sits atop a crate.

Backtrack a bit and climb onto the larger crate that sits near a crane. Quickly climb to the crane's top before the nearby caged dog begins to bark. The dog loses interest once you've climbed onto the crane.

From the height of the crane, you can leap to the roof of the shelter above the caged dog. From there, jump to the east building's wooden ledge.

Hop to the narrow beam that follows, then jump to another wooden ledge. From there, leap over to the south building's ledge, and climb through the high open window.

Your escape is at hand. Sneak across the building's second floor and exit through the south window to complete the mission.

GOODIE BOX
Document #43
Chapter Recaps (2/8)
"Chapter 2"

Walkthrough

The City, Part II

I snatched the ring Basso wanted straight from the fingers of the Thief-Taker General himself; the Baron's hound. But that doesn't give me answers. First Basso tells me I've been away from The City for an entire year and then the Queen of Beggars says I was sleeping since the beggars found my body. So why don't I remember? Maybe I have this gloom that's going around.

Objective 1: Explore the Clock Tower

Area 1: Clock Tower

Upon completing Chapter 2: Dust to Dust, you find yourself back in Garrett's hideout, the clock tower. Use the storage chest to stash or remove items as you see fit, then head upstairs.

Garrett finds a wanted poster waiting for him upstairs. A familiar raven then appears; it's Jenivere. The bird leaves a matchbox on the windowsill before taking flight to return to its master.

As expected, the matchbox holds another message from Basso, in which he asks Garrett to meet him in Black Alley. Climb through the window and head for the meeting place.

Objective 2: Meet Basso in Black Alley

Common Loot

Map Icon	Item(s)
Blackfurrow	
	Vase
	Coin purse
Moorsditch	
	Coin purse

Collectible Loot

Map Icon	Item(s)
Moorsditch	
	The Arrogance of Nobility
Montonessi's Abode	
	The Dangers of Seduction

Documents

Map Icon	Item(s)
Blackfurrow	
	Bait and Switches 2

Area 2: Clock Tower Plaza

As you exit the Clock Tower, you overhear a guard giving a speech to the gathered masses. It seems the Baron's Watch is even more intent on preventing any thievery in the City. There are more guards to avoid now, including crossbow guards, so it's a good thing you gave the City a thorough search before.

Area 3: The Crippled Burrick

Before hurrying off to your meeting with Basso, visit the shady merchant near the Crippled Burrick. The peddler now offers two new tools: the razor and the wire cutter, along with two new upgrades: leather padding and leather oil. No thief should be without the razor and wire cutter tools, so purchase them both. Check the merchant's supply of trinkets as well to see that he now offers a lucky coin that will increase your maximum Focus energy. This is a great purchase for those who rely on Garrett's Focus abilities.

Area 4: Blackfurrow

After bartering with the shady merchant, head south into Blackfurrow. Use the rooftops and upper walkways to avoid detection by the guards as you move toward your meeting with Basso.

Remember that trapped chest beyond the crawl space in the little trench? It's right near the stairs in the alley that the guards patrol in Blackfurrow. As you scale the stairs, climb the short wall to drop into the trench, then open the vent and enter the crawl space.

Search the bookcase in the small room beyond the crawl space for a trigger book. Pull it to open a secret nook with a control box.

Now that you have the wire cutter tool, you can hack the control box and disable the chest's trap. Do so, then pick the chest's difficult lock.

Inside the chest, you discover a vase, a coin purse, and a document. The document seems to depict an obelisk monument that you've yet to locate. There's definitely more to those obelisks than meets the eye.

GOODIE BOX
Document #44
Stonemarket (15/33)
"Bait and Switches 2"

Garrett's Challenge: "Find all City loot" (99/398)

Backtrack out of the room and climb the trench's west wall to reach the west alley. Go south down the alley, then west into Moorsditch.

Area 5: Moorsditch

Climb onto the roof of Sick Willy's town house, then leap across the two ropes you lowered before, during your first trip through the City.

The ropes lead to a high narrow ledge. Pry open the nearby window to revisit a small room that you plundered before.

Now that you have the razor tool, you can steal the painting that hangs on this room's wall. Do so to claim a new collectible.

GOODIE BOX
Collectible Loot #21
The Court of Montonessi (1/12)
"The Arrogance of Nobility"

Exit the room, face west, and carefully drop off the narrow ledge, landing on the narrow beam below. Turn around and drop to the next beam below, then drop off that beam's north end to land on an even lower beam. From there, drop to the trench below.

You'll land right near a control box. Use the wire cutter to hack it and open the nearby gate.

Descend the stairs beyond the gate to reach a small storage room.

Area 6: Watch Storage

Descend the south stairs beyond the gate to enter a small storeroom. Climb the crates to reach a vent that requires the wrench tool to open.

Move through the crawl space to reach a locked chest. Open it to claim a swollen coin purse. Search the drawers of the nearby table to claim a rope arrow, a fire arrow, two water arrows, and three blunt arrows. After looting the room, press the switch on the wall to remove the bars in the nearby window, then climb through and backtrack upstairs.

Garrett's Challenge: "Find all City loot" (100/398)

Area 5: Moorsditch (Revisited)

Back in the Moorsditch trench, sprint east to reach the gate that leads into Black Alley. Go through to advance to the meeting place where Basso awaits.

Area 7: Black Alley

Good as his word, Basso awaits Garrett in Black Alley. He leads the master thief to another contact who wishes to speak with him: a man named Orion.

Orion seems to have a beef with the Baron, and it is revealed that he was the one who wanted Cornelius's ring. Now Orion has another job for Garrett: one that involves procuring a certain book from the City's most renowned brothel, the House of Blossoms in South Quarter.

Objective 3: Visit Erin's Hideout in South Quarter

Area 4: Blackfurrow (Revisited)

Your next objective lies in the South Quarter district, but you've a few loose ends to tie up here in Stonemarket before you go there. Sprint east along the trench to return to Blackfurrow, and climb the east wall to exit the trench. Avoid the patrolling guards as you move north, returning to speak with Basso in his office at the Crippled Burrick.

Area 3: The Crippled Burrick (Revisited)

Basso has seven new side jobs for you to accept, and you can complete each one as you explore the City during this segment.

Basso's Side Jobs, Round 2
"A Lady's Bequest": Steal Lady Christina's testament in Baron's Way North.
"A Stroke of Madness": Steal a special painting in Blackfurrow.
"Taking a Fence": Steal everything in the fence shop in Baron's Way South.
"Watch Your Step": Deactivate all the traps in Baron's Way South.
"Saving Face": Steal Lord Alderly's bust in Baron's Way South.
"The Disappearing Poet": Retrieve a famous poet's last pieces in South Quarter.
"Carnivalesque": Meet Vittori at the Siren's Rest in South Quarter.

Area 8: The Gullet

Let's begin with Basso's "A Lady's Bequest" side job. Sneak through Clock Tower Plaza, taking the north tunnel to visit the Gullet. Scale the north wall's ladder to reach a cluster of crates and debris, and maneuver through the clutter to reach Baron's Way North.

Area 9: Baron's Way North

Go north down Baron's Way North and spot a locked door on the street's west side. Ensure that no one's looking before you pick the door's lock to enter the Leatherwood Furniture shop. Close the door behind you to shelter yourself from prying eyes.

Area 10: Leatherwood Furniture

Collectible Loot

Map Icon	Item(s)
	The Insatiable Appetite

Documents

Map Icon	Item(s)
	Lady Christina's Will

If you've been following this walkthrough, then you've already looted this shop. But now that you've acquired the razor tool and accepted Basso's "A Lady's Bequest" side job, there are new things to discover here.

Head downstairs and snuff out some candles on a barrel. Crouch and enter the nearby crawl space afterward, which is partially hidden by debris.

The crawl space leads to a back room. Press the notch on the barrel if you haven't already to make the west wall slide away, revealing a secret room.

Drop into the secret room and use the razor tool to steal the painting that hangs on the wall.

GOODIE BOX
Collectible Loot #22
The Court of Montonessi (2/12)
"The Insatiable Appetite"

Backtrack through the crawl space. Before heading upstairs, climb onto the bookshelf in the basement. Move across the nearby clutter and drop to a small nook.

While standing in the nook, search a small table's drawers. Claim a letter that completes Basso's "A Lady's Bequest" side job. Leave the shop after claiming this final item.

GOODIE BOX
Document #45
Stonemarket (16/33)
"Lady Christina's Will"

Area 9: Baron's Way North (Revisited)

Follow the street to its east end to find the gate that leads to Ector's "Hand Tailored" client job. Though you've already accomplished this client job, you were unable to steal a painting during the job because you lacked the razor tool. Now that you have the razor, replay the client job so that you may add that special piece to your collection.

Area 4: Blackfurrow (Revisited)

After you've returned from the client job, maneuver through the dark passage's clutter to return to the Gullet. Backtrack into Clock Tower Plaza, and avoid the guards as you head south into Blackfurrow.

Return to the alley with the gentlemen and climb the crates at the alley's north end to reach a small roof.

Go north across a short beam to move onto a narrow roof, then go west and leap to the rope you lowered during your first trip through the city to reach the window of Montonessi's Abode.

Area 11: Montonessi's Abode

You've already plundered this small apartment, but now that you've accepted Basso's "A Stroke of Madness" side job, there's a new object of interest here. Use the razor to steal the painting that now hangs on the wall, claiming a collectible and completing Basso's job all at once.

GOODIE BOX
Collectible Loot #24
The Court of Montonessi (4/12)
"The Dangers of Seduction"

Area 4: Blackfurrow (Revisited)

Leave Montonessi's Abode and leap back across your rope. Cross the south footbridge (use a blunt arrow to knock it down if you haven't already) and sprint south along the rooftops to reach Moorsditch. Drop to the ground and go east, reentering Blackfurrow as you follow your objective marker to a clutter-filled alley that leads to Baron's Way South—an area of the City you couldn't have visited before.

Area 12: Baron's Way South

Common Loot

Map Icon	Item(s)
Baron's Way South	
	Cup
	Coin purse
	Pocket watch

	Flask
	Flask
	Coin purse
	Gold coin
	Magnifying glass
	Ashtray
	Surgical scissors
	Picture frame
	Urn
	Coin purse
Crowley and Sons	
	Baron’s bust
Yellowface’s Office	
	Earrings
	Coin purse
	Pile of coins
	Pile of coins

Collectible Loot

Map Icon	Item(s)
Baron’s Way South	
	Lilac Brooch
Crowley and Sons	
	Barnabus Northcrest’s Obelisk

Documents

Map Icon	Item(s)
Baron’s Way South	
	Bait and Switches 3
	Tear-Soaked Diary
	Break-In!
Crowley and Son’s	
	Sculptor’s Diary
Yellowface’s Office	
	John Tallow’s Blacklist

Proceed with caution, for Baron’s Way South is under heavy guard. A crossbow guard patrols the street, and another stands watch in the far tower. There are also two stationary sword guards positioned along the street, one to the north and the other down south.

Chapter Replay: Lockdown

If you like, you can replay Chapter 1: Lockdown by taking the door on your right as you enter Baron’s Way South. Replaying this chapter allows you to earn more gold by collecting loot and satisfying the chapter’s various Thieving Challenges. In fact, you can replay any mission or client job you’ve beaten as many times as you like, earning all the gold you need to buy the items and gear you desire. The option’s always there if you’re interested.

Remain in the entry alley and pick off the crossbow guard in the tower with a headshot. If you’re lucky, his body won’t fall into the street, and no one will notice his passing.

After slaying the tower guard, sneak behind the north stationary guard (the one on your left). Don’t attack him, but scale the tall wall behind him to reach a high balcony.

Swipe the cup from the balcony’s railing and the coin purse from the shelf, then drop back down to the street.

Garrett’s Challenge: “Find all City loot” (102/398)

Knocking out the nearby stationary guard is tempting but also quite difficult to do unseen due to the patrolling crossbow guard and the civilians who come walking down the street from the north. Leave the guard be for now and sneak south, hugging the southern wall and moving through the shadows behind a barrel-filled cart.

Swoop from the cart to the crates ahead, and you'll be very close to the other stationary sword guard. Wait for the crossbow guard to move close, and continue to wait for him to leave. Then sneak behind the sword guard, entering the southeast alley.

Hide in the alley's shadows and use a water arrow to douse the brazier on the wall. Once you do this, you can safely plunder the locked chest beneath the brazier and claim a pocket watch, a flask, a broadhead arrow, and a water arrow.

Garrett's Challenge: "Find all City loot" (104/398)

Descend the nearby stairs to reach a small room, where another chest is kept. Pick its difficult lock to claim another flask, two more water arrows, two more broadhead arrows, and a document that depicts the obelisk monument in Moorsditch.

GOODIE BOX
Document #46
Stonemarket (17/33)
"Bait and Switches 3"

Garrett's Challenge: "Find all City loot" (105/398)

Backtrack to the street and sneak up behind the stationary guard. When the patrolling crossbow guard is moving north (away from you), knock out the stationary guard and drag him back into the alley.

With the sword guard down for the count, save your game and remain in the alley, waiting for the crossbow guard to approach. Ready a broadhead arrow, take aim, and kill the crossbow guard with a headshot the moment he pauses in front of the alley. You have only a split second to take the shot before he turns to resume his patrol, and if you shoot too soon, the stationary guard up north may notice his demise.

The remaining stationary sword guard is now the only threat left. Sneak back to the entry alley, move behind the guard, knock him out, and drag him into the alley when no citizens are about.

You're now free to explore Baron's Way South at your leisure. Swipe the collectible on the crate near the watch tower, then open the locked box to claim a water arrow and broadhead arrow.

GOODIE BOX
Collectible Loot #25
Flowers Eternal (3/6)
“Lilac Brooch”

Shady Merchant

Circle around the watchtower and enter the vent-covered crawl space in the northwest wall.

The crawl space leads to a small room where a shady merchant has set up shop. This one only offers resources such as arrows and food, but feel free to trade with him. Make sure you have lots of rope arrows and blunt arrows, for they’ll come in handy as you explore. (It’s always good to carry a lot of these valuable arrows.)

Proceed through the northeast crawl space to reach a ladder that leads up a high wall. Climb up and snatch a coin purse from the bird’s nest atop the wall.

Garrett’s Challenge: “Find all City loot” (106/398)

Saving Face

Drop from the wall and head down the alley. You’ve come full circle and are now near the South Quarter gate. There’s more to see and do around Baron’s Way South, so follow the street north instead of going through the gate. Look for a locked door on the street’s east side, and pick the lock when no one’s looking to enter the building marked “Crowley Stonecutters.”

Area 13: Crowley and Sons

Basso wants you to procure a special sculpture from this shop. No one’s at home, so this should be easy enough. Go downstairs and swipe the diary off the stool, but don’t approach the nearby sculpture, for there’s a dangerous floor trap nearby.

GOODIE BOX
Document #47
Stonemarket (18/33)
“Sculptor’s Diary”

Instead, use the wrench tool to pry the plaque off the nearby wall. This scores you a collectible and exposes a hidden switch. Press the switch to disable the trap near the sculpture, then collect the Baron’s bust to complete Basso’s “Saving Face” side job.

GOODIE BOX
Collectible Loot #26
City Heritage Plaques (7/16)
"Barnabus Northcrest's Obelisk"

Garrett's Challenge: "Find all City loot" (107/398)

Watch Your Step

Take your leave of Crowley and Sons, cross the street, and enter the west alley. Climb the alley's far wall to reach higher ground.

Collect a single gold coin from the crates atop the wall, then leap to the nearby wooden ledge. From there, climb onto a balcony.

Garrett's Challenge: "Find all City loot" (108/398)

Scale the south wall to reach a higher ledge and an open window. Climb through the window to reach a small room that's filled with lethal traps.

Hug the south wall to avoid stepping on any pressure plates, and climb onto the bed. Hack the control box on the wall to disable the room's traps, completing Basso's "Watch Your Step" side job. There's nothing to steal in the room, and the far window merely leads back to Blackfurrow, so backtrack out of the room.

Spy an anchor beam across the street, near the building marked "Crowley Stonecutters," which you've recently raided. Fire a rope arrow into the anchor beam to lower a rope down to the street.

Icky Apartment

Carefully drop to the street and climb the rope to reach a high ledge. Pry open the nearby window to visit a small, disturbing apartment.

The apartment is filled with dead animals and plunder. Collect the diary on the bed to acquire a new document, then swipe the magnifying glass, ashtray, and newspaper on the table. Search the nearby table's drawers to find some surgical scissors, then pick the locked cabinet to find a picture frame. Lastly, open the locked chest near the bed to find some food and an urn.

GOODIE BOX
Document #48
Stonemarket (19/33)
"Tear-Soaked Diary"

GOODIE BOX
Document #49
Newspapers (8/13)
"Break-In!"

Garrett's Challenge: "Find all City loot" (113/398)

Taking a Fence

After raiding the apartment, pry open its southwest window to reach another high ledge. Collect the coin purse in the bird's nest on the beam that spans the street.

Garrett's Challenge: "Find all City loot" (114/398)

Move back to the ledge and look up to spy an anchor beam and a raised footbridge with a pulley. Lodge a rope arrow into the anchor beam, then use a blunt arrow to shatter the pulley and lower the footbridge. Climb up the rope and leap onto the footbridge.

Cross the footbridge and leap to the roof across the street. Press your face to the barred window to spy a switch on the far wall. Use a blunt arrow to trigger the switch and lower the bars so you may enter Yellowface's Office.

Area 14: Yellowface's Office

Basso has asked you to teach old Yellowface a lesson by robbing him blind. Loot his apartment, stealing the earrings off the candlelit crate and the book on the nightstand.

GOODIE BOX
Document #50
Stonemarket (20/33)
"John Tallow's Blacklist"

Garrett's Challenge: "Find all City loot" (115/398)

But wait, there's more. Search the books on the shelf to find a trigger book, then pull it to discover a hidden back room. Steal the coin purse and two piles of coins on the desk to complete Basso's "Taking a Fence" side job.

Garrett's Challenge: "Find all City loot" (118/398)

This concludes our tour of Baron's Way South. Leave Yellowface's Office and use the nearby rope to safely reach the street. The gate leading into South Quarter is close by, but before you go through, visit the merchant beyond the crawl space near the watch tower. Make sure you're carrying a few blunt arrows, water arrows, and a full supply of rope arrows. (Remember, these are always good to have on hand.)

South Quarter District

Documents

Map Icon	Item(s)
Sewers	
	The Shady Vein
Skinmarket	
	The New Watch Laws and You!
	Watch Captain's Orders
Watch Office	
	Watch Captain's Orders (duplicate)
Fish-Hawker's Market	
	Carnival Boat High and Dry!
Baron's Way South	
	Turn Not to Protest!
Eel's End	
	Ollie Widow's Letter

Collectible Loot

Map Icon	Item(s)
Sewers	
	Sunflower Brooch
Eel's End	
	Carlysle's Mill
Fish-Hawker's Market	
	Oilbox

Baron's Way South	
	Living a Lie
Docks	
	Customs House Bridge
	The Siren's Rest

Common Loot

Map Icon	Item(s)
Baron's Way North	
	Gold Coin
	Brooch
	Pen
	Candlestick
	Picture frame
	Perfume bottle
	Flask
	Cup
	Candlestick
	Pocket portrait
Canal	
	Coin purse
	Pocket portrait
	Coin purse
	Flask
	Bracelet
	Pocket portrait
	Scissors
	Flask
	Cup

	Wine glass
	Pen
	Candlestick
	Wine glass
	Pen
	Candlestick
Riverside Rooftops	
	Wine glass
	Wine glass
	Brooch
Sewers	
	Flask
	Coin purse
Eel’s End	
	Scissors
	Cup
	Gold coin
	Perfume bottle
	Earrings
	Candlestick
	Brooch
	Coin purse
	Pocket portrait
	Gold coin
	Watch pendant
	Tea cup
	Tea cup
	Saucer

	Saucer
	Candlestick
	Brooch
	Wine glass
	Fork
	Ring
	Baron’s bust
	Watch medal
	Candlestick
Skinmarket	
	Brooch
	Saucer
	Knife
	Fork
	Candlestick
	Pen
	Pocket portrait
	Brooch
	Knife
	Pen
	Perfume bottle
Illyrian Traders	
	Cup
	Cup
	Ring
Little Lucy’s Room	
	Candlestick
	Knife

	Fork
Raker’s Ditch	
	Gold coin
	Gold coin
	Picture frame
	Scissors
	Saucer
	Cup
	Candlestick
	Saucer
	Wine glass
Fish-Hawker’s Market	
	Gold coin
	Pocket portrait
	Ring
	Bracelet
	Scissors
	Ashtray
	Tea cup
	Tea cup
	Coin purse
	Ink bottle
	Pen
	Cup
	Tea cup
	Knife
	Cup
	Wine glass

	Flask
	Picture frame
	Scissors
	Coin purse
	Pocket portrait
	Gold coin
	Coin purse
Watch Office	
	Watch medal
	Perfume bottle
Baron’s Way South	
	Tea cup
	Candlestick
	Pen
	Tea cup
	Fork
	Earrings
	Necklace
	Picture frame
	Bracelet
	Pocket portrait
	Candlestick
	Ink bottle
	Watch medal
	Coin purse
	Fork
	Knife
	Pen

	Brooch
	Tea cup
	Tea cup
	Saucer
	Saucer
	Candlestick
	Cup
	Candlestick
	Brooch
	Picture frame

Area 15: Baron’s Way North (South Quarter)

The City’s South Quarter district rivals the size of Stonemarket. There’s plenty to explore around here, but beware the guards who patrol Baron’s Way North. Swipe a single gold coin from behind the nearby barrel, then duck into the west alley, which is called Glimmer Lane, to avoid detection.

Garrett’s Challenge: “Find all City loot” (119/398)

Area 16: Glimmer Lane

This beggar-filled alley runs parallel to Baron’s Way North and features little of interest. Go south until you reach a porch with a mattress, then scale the wall to enter the nearby building.

Area 17: Eelbiters Squat

Common Loot

Map Icon	Item(s)
	Gold coin
	Coin purse
	Earrings
	Pocket portrait
	Wineglass

Coin purse

Beware: The Eelbiters Squat features a lethal trap. Avoid the pressure plate near the cabinet as you move for the west window. If you deactivate the trap and loot this cabinet now, it will prevent you from obtaining Basso's Poor Protection side job. Collect a single gold coin from the floor near the window, and pinch out the candle before climbing through the window.

Garrett's Challenge: "Find all City loot" (120/398)

After climbing through the window, hack the control box on the nearby wall to disable the trap near the cabinet. Reenter the building afterward.

Enter the north room and raid the wall safe to score a coin purse. Plunder the nearby chest to pocket some earrings, then search the small, candlelit table near the window to find a pocket portrait.

Garrett's Challenge: "Find all City loot" (123/398)

Head for the south stairs next, swiping a wineglass off a crate as you go. Descend the stairs to find a coin purse on a small, candlelit table. This cleans out the Eelbiters Squat. Head back upstairs and climb through the east window to return to the exterior ledge that overlooks Baron's Way North.

Garrett's Challenge: "Find all City loot" (125/398)

Area 15: Baron's Way North (Revisited)

Carefully maneuver around the ledge to find a brooch in a plant pot. Collect it, and cross the nearby beam to climb up to a higher ledge.

Garrett's Challenge: "Find all City loot" (126/398)

Hop through a window to visit a small bedroom. Swipe the candlestick from the chair and raid the locked chest to claim a picture frame and perfume bottle. Don't miss the pen on the high shelf.

Garrett's Challenge: "Find all City loot" (130/398w)

Climb back through the window and leap to grab the north rope. Wait until no guards are nearby, then climb down the rope.

Climb over the east crate to enter a small nook. Sneak through the crawl space here to visit a small storeroom.

Collect a flask, cup, and candlestick from the storeroom, then backtrack out.

Garrett's Challenge: "Find all City loot" (133/398)

Sneak back out of the room and cross the street while the guards aren't looking. Search the porch of the Eelbiters Squat to discover a pocket portrait on the steps. Vault the porch's south fence and go west to return to Glimmer Lane.

Garrett's Challenge: "Find all City loot" (134/398)

Area 16: Glimmer Lane (Revisited)

Sneak to Glimmer Lane's south end, where a crossbow guard and sword guard are roughing up a civilian. The sword guard tosses the poor soul over a railing, then strolls your way. Quickly move to the west stoop and allow the guard to pass; sneak behind him and knock him out in the alley's shadows.

Area 18: Canal

Return to the alley's south end and knock out the crossbow guard. When you move for this guard, you'll cross into the Canal area. Collect the coin purse off the nearby crate after the deed is done.

Garrett's Challenge: "Find all City loot" (135/398)

The Disappearing Poet

Go west and vault the south railing's west edge; you land on the west ledge beyond. Ignore the nearby rope and enter the west passage, descending some stairs.

Pry open the west window to reach the Riverside Rooftops.

Area 19: Riverside Rooftops

Drop to the lower ground, then go north and climb a shelf to reach a wooden beam.

Cross the beam and pry open the nearby window to enter the Poet's Abode.

Area 20: Poet's Abode

Common Loot

Map Icon	Item(s)
	Knife
	Hairbrush

Collectible Loot

Map Icon	Item(s)
	Rutting Out of Season

Documents

Map Icon	Item(s)
	Poem Fragment One
	Poem Fragment Two
	Poem Fragment Three
	Beware of Over-Active Imaginations!
	Poem Fragment Five
	Poem Fragment Four

The Poet's Abode is free of danger. The cabinet is empty, but there's a document on top. Climb up to claim it.

GOODIE BOX
Document #51
South Quarter (2/14)
"Poem Fragment One"

Next, open the chest near the bed to find another document. Looks like you'll need to piece together these little scraps to form the whole poem.

GOODIE BOX
Document #52
South Quarter (3/14)
"Poem Fragment Two"

Collect the food by the bed next, and you'll discover another scrap of paper beneath it, which provides you with another piece of the poem. Search the nearby table's drawers to find a knife.

GOODIE BOX
Document #53
South Quarter (4/14)
"Poem Fragment Three"

Garrett's Challenge: "Find all City loot" (136/398)

Go downstairs and open the box atop the mantel to claim a water arrow and a broadhead arrow. Claim the newspaper on the desk for another document, then search the desk's drawers to find another poem fragment.

GOODIE BOX
Document #54
Newspapers (9/13)
"Beware of Over-Active Imaginations!"

GOODIE BOX
Document #55
South Quarter (5/14)
"Poem Fragment Five"

Check the bathroom to find a hairbrush, and use the razor tool to steal the painting on the wall.

GOODIE BOX
Collectible Loot #27
The Court of Montonessi (5/12)
"Rutting Out of Season"

Garrett's Challenge: "Find all City loot" (137/398)

Lastly, unscrew the east wall's vent and sneak through the crawl space beyond to reach a secret storeroom. The chest here has already been emptied; close its lid to discover the final piece of the poem. Claiming this final fragment completes Basso's "The Disappearing Poet" side job.

GOODIE BOX
Document #56
South Quarter (6/14)
"Poem Fragment Four"

Area 19: Riverside Rooftops (Revisited)

Take your leave of the Poet's Abode. Go south and leap across the sewer trench to reach the south rooftops.

Go west and vault a railing to reach a candlelit porch. Enter the crawl space near the candles.

The crawl space leads to a small room. Grab two wineglasses and a brooch here, then backtrack out and drop down into the sewers.

Garrett's Challenge: "Find all City loot" (141/398)

Area 21: Sewers

Go west and pass through another crawl space to visit a small room, where you find a flask.

Garrett's Challenge: "Find all City loot" (142/398)

Backtrack out of the crawl space and go east. Vault the railing at the sewers' east end, then look up and notice an anchor beam. Lodge a rope arrow into the beam, and carefully descend the rope and leap to a lower ledge.

Vault the low ledge's railing to reach a small alcove, where the disappearing poet has left his final words. Collect the letter and coin purse that rest atop the barrel, and open the small box as well to find a rope arrow that replaces the one you've just used. Grab the poppy that grows behind the barrel, then notice the hanging man beyond the nearby gate. It's the disappearing poet, but he's beyond your help now.

GOODIE BOX
Document #57
South Quarter (7/14)
"The Shady Vein"

Garrett's Challenge:"Find all City loot"(143/398V)

Climb back up the rope and return to the sewer's main trench. Go south and pull a lever to open the south gate.

The gate that leads toward Erin's hideout is just to the east, but don't go through just yet. Instead, vault the south railing to land in a lower area.

Collect another poppy that grows down here, along with the collectible that lies nearby.

GOODIE BOX
Collectible Loot #28
Flowers Eternal (4/6)
“Sunflower Brooch”

Climb back up to the main sewer tunnel and enter the west gate, which leads into Erin’s hideout.

Objective 4: Investigate the Hideout

Area 22: Erin’s Mill Hideout

Common Loot

Map Icon	Item(s)
	Ashtray
	Bracelet
	Coin purse
	Flask
	Syringe
	Letter opener
	Brooch

Entering Erin’s hideout from the sewers places you at the north end of a trench. Search the lower trench to find an ashtray, bracelet, syringe, flask, and coin purse.

Garrett’s Challenge: “Find all City loot” (148/398)

Climb out of the trench and go west, moving along the walkway near the spinning mill wheel. Descend the ladder near the wheel to reach another trench that contains a letter opener and a brooch.

Garrett’s Challenge: “Find all City loot” (150/398)

Climb back out of the second trench and move along the walkway to the right of the mill wheel. Vault the crates to discover a loose brick in the wall at the walkway’s west end. Press the loose brick to open a secret crawl space. Sneak through to enter the mill.

Mill Infiltration

Beware: There are several traps inside the mill. Use Focus to identify and avoid them.

Carefully avoid the pressure plates on the first floor. Press the north wall's loose brick to deactivate these lethal traps.

Move past the traps to reach a ladder. Climb up to the mill's second floor.

Enter the north room to find some food. Peer through the nearby peephole to get another glimpse of the secret room. It appears to be a bedroom.

Go upstairs and use Focus to identify more traps, along with a notch on the west wall. Press the notch to disable the traps ahead. Continue moving upstairs.

Use Focus again to spot another notch, and press it to open a hatch in the floor. Drop through to enter the secret room.

Strange Visions

Upon landing in the secret room, Garrett suddenly becomes overwhelmed by a vision. When he regains his senses, he finds himself in strange surroundings. A glowing figure that appears to be Erin calls out to Garrett, then runs off. Pursue her through this curious place.

Keep chasing Erin until she asks you to find a special key for her. At that point, sneak past some roots, turn left, and inspect the poster on the nearby wall.

The poster vanishes when you inspect it. Sneak past the roots again to find another poster on the far wall. Inspect this one as well to make it vanish, just like the first.

Sneak past the roots once more and inspect the third poster. It's a sketch of Garrett's face. Garrett touches the sketch's right eye, and the vision suddenly ends.

Erin's Secret

You find yourself back in the mill after the vision ends, standing in Erin's secret bedroom. Check the north wall to find a familiar sketch of Garrett's face. It's just like the one you saw in the vision. Press the switch on the sketch's right eye, just as Garrett did in the vision, to open a secret panel in the nearby wall.

A strange medallion rests in the secret nook. Its purpose isn't obvious, but it seems clear that Erin wanted you to have it. Collect the medallion, then pry open the east window to escape the room.

You've got what you came here for. Pry open the bedroom window to quickly exit the mill. Drop from the balcony and go through the south gate to reach Eel's End.

Objective 5: Find the Path to the House of Blossoms

Area 23: Eel's End

Your next task is clear, but there's plenty more of the South Quarter to explore. Turn left and go north along a walkway the moment you enter Eel's End. Swipe a pair of scissors off a table near a civilian.

Garrett's Challenge: "Find all City loot" (151/398)

Continue moving north and vault the east railing to reach lower ground. Go north a bit more, heading toward the sewer tunnel. Before you reach the tunnel, turn left and climb over the west railing to find a cup on a porch.

Garrett's Challenge: "Find all City loot" (152/398)

Backtrack south, climbing back up onto the west walkway. Pass a civilian and notice a plaque on the wall near a rope. Ignore the rope for the moment and remove the plaque with the wrench tool to gain a new collectible.

GOODIE BOX
Collectible Loot #29
City Heritage Plaques (8/16)
"Carlyle's Mill"

Eel's End Boat Dock

Swipe the single gold coin from the nearby ground, then vault the south railing to reach a small boat dock.

Garrett's Challenge: "Find all City loot" (153/398)

Move onto the docked boat, then look up and spot an anchor beam above you. Stick a rope arrow into the beam, and climb up to a high balcony.

Scale the balcony's stairs to reach a small storeroom. Open a chest here to obtain a perfume bottle and some earrings, then swipe a candlestick and brooch off the nearby table.

Garrett's Challenge: "Find all City loot" (157/398)

Slide back down your rope and land in the shallow water below. Climb onto the east dock and scale some stairs to find a poppy that grows in a plant pot. Collect the coin purse that lies behind the poppy as well.

Garrett's Challenge: "Find all City loot" (158/398)

Eel's End Upper Walkways

Climb back over the north railing to leave the little boat dock, then climb the nearby rope to reach a high wooden ledge. (This is the same rope that was near the plaque you recently removed.)

Collect the pocket portrait on the ledge, then move onto the nearby wooden beam.

Garrett's Challenge: "Find all City loot" (150/398)

While crossing the beam, look down and spy a gold coin on a crate. Drop and collect the coin, then return to the beam.

Garrett's Challenge: "Find all City loot" (160/398)

Cross the wooden walkways that follow and hop through the west window to enter a small bedroom. Open the wall safe here to score a valuable watch pendant.

Garrett's Challenge: "Find all City loot" (161/398)

Exit the bedroom and use a blunt arrow to knock down the hanging crates to the north. With the crates out of your way, fire a water arrow to douse the wall brazier on the side of the north building, which is marked "Plum's Boat Repair." Then run and jump to the north beam to enter Skinmarket.

Area 24: Skinmarket

Beware: A torch-carrying guard walks a long patrol route that eventually takes him near Plum's Boat Repair. In addition, a crossbow guard regularly peers over the west balcony. Wait for the crossbow guard to appear on the balcony, then quickly climb the west crates to pursue him when he turns to leave.

Knock out the crossbow guard, then drop back down and cautiously advance east down Skinmarket's main street. Keep your eyes peeled for the patrolling torch guard and look for an opportunity to knock him out or kill him when no citizens are looking.

With the torch guard out of commission, move to Skinmarket's central brazier and look for a north wall that you can climb. Scale it to reach a higher ledge.

Face west and climb up to an even higher ledge. From there, leap to the ledge to the west, then climb through an open window to enter a small, dark bedroom.

Pick the bedroom's locked cabinet to find a number of throwables. Smash the vase in the cabinet to discover a hidden brooch.

Garrett's Challenge: "Find all City loot" (162/398)

Backtrack east across the ledges to reach a series of windows that you can pry open. Climb through the first window on your left to enter the north building, which is part of the canal area.

Area 18: Canal (Revisited)

Entering the north building takes you to a small apartment that's considered part of the canal area. Collect a pocket portrait from the nightstand, then climb through the north window.

Garrett's Challenge: "Find all City loot" (163/398)

Backtrack out of the tunnel and drop to the canal's watery basin. Find a flask tucked away in the west corner and a bracelet near the east grate.

Descend a rope to reach the canal's lower walkways and go north, into a short tunnel. Find a coin purse tucked behind some crates at the tunnel's end.

Garrett's Challenge: "Find all City loot" (164/398)

Climb up from the watery basin and find a locked door near a the rope you recently used.. Open the door to enter a small storeroom.

Collect a pocket portrait and scissors you find inside the storeroom, then backtrack out.

Garrett's Challenge: "Find all City loot" (168/398)

Leave the storeroom and go east. Climb the south railing to reach a porch. Open the locked door here to enter a small bedroom.

Steal the flask inside the bedroom, then backtrack out.

Garrett's Challenge: "Find all City loot" (169/398)

Exit the bedroom and go east along the porch. Vault the porch's railing and cross the north plank, which leads to an open window. Climb through the window to visit the Illyrian Traders.

Area 25: Illyrian Traders

Collect two cups and a ring from this small room, and climb back out through the window.

Garrett's Challenge: "Find all City loot" (172/398)

Area 18: Canal (Revisited)

Backtrack across the plank and go east. Climb over a high railing to reach a porch.

Ignore the nearby locked door for the moment and climb the north wall to snatch a cup from a table.

Garrett's Challenge: "Find all City loot" (173/398)

Drop to the previous porch and open the locked door to enter a small town house. Collect a wineglass off a table as you enter, then head upstairs to collect a pen and candlestick. Pry open the south window to return to Skinmarket.

Garrett's Challenge: "Find all City loot" (176/398)

Area 24: Skinmarket (Revisited)

You're now back in Skinmarket, just east of the series of high windows that can be pried open. Instead of moving west toward the windows, crouch and enter the nearby crawl space that's hidden behind a crate. (It's directly across from the window from which you've just emerged.)

The crawl space leads to a small, secret room. Collect the saucer, knife, and fork on the table, then backtrack out.

Garrett's Challenge: "Find all City loot" (179/398)

Now go west, ignoring the nearby anchor beam and dropping to a lower ledge. (There's no need to use the anchor beam; it merely provides a means of quickly returning to these ledges should you fall.)

Cross a beam to reach a south window that you can pry open and enter a studio apartment.

Collect a single candlestick from the apartment, then exit through the window again.

Garrett's Challenge: "Find all City loot" (180/398)

Continue moving west and pry open another window to enter the next building to the south. Find a newspaper in here, then collect the pen in the cabinet and the pocket portrait in the small table.

GOODIE BOX
Document #58
Newspapers (10/13)
"The New Watch Laws and You!"

Garrett's Challenge: "Find all City loot" (182/398)

Backtrack out of the apartment and drop to the alley. Go east and collect a brooch from a wooden lookout. Continue moving eastward and find a knife a bit farther down the alley. Backtrack to the wooden lookout afterward and open the nearby door to enter a small apartment.

Garrett's Challenge: "Find all City loot" (184/398)

Snuff out the apartment's candles and search the nightstand's drawers to find a letter. Snatch the pen from the disturbing bed and the perfume bottle from the cabinet.

GOODIE BOX
Document #59
South Quarter (8/14)
“Watch Captain’s Orders”

Garrett’s Challenge: “Find all City loot” (186/398)

Stand near the south window and look up to spy an overhead anchor beam. Lodge a rope arrow into the beam so you can safely descend into Raker’s Ditch.

Area 26: Raker’s Ditch

After descending the rope, you can leap through an open window below the apartment to enter Little Lucy’s Room.

Area 27: Little Lucy’s Room

Steal a candlestick, knife, and fork from Little Lucy’s Room, then climb back up your rope and return to the previous apartment.

Garrett’s Challenge: “Find all City loot” (189/398)

Area 26: Raker’s Ditch (Revisited)

Exit the apartment and vault the south railing outside to return to Raker’s Ditch.

Snatch two gold coins off a table after you vault the railing, then climb through the south window to reach a small storeroom.

Garrett’s Challenge: “Find all City loot” (191/398)

Snuff out the storeroom’s candles and swipe the picture frame off the shelf.

Garrett’s Challenge: “Find all City loot” (192/398)

Proceed through the storeroom’s south window and vault the nearby railing to climb onto a small porch. Collect the scissors at the porch’s west end.

Garrett’s Challenge: “Find all City loot” (193/398)

Vault the porch's railing and land on the lower V-shaped roofs to the north. Scale the north wall and move up the sloped north roof to reach a porch with a poppy and saucer.

Garrett's Challenge: "Find all City loot" (194/398)

Area 24: Skinmarket (Revisited)

Continue moving north to return to Skinmarket. Drop to the street and scale the north wall to reach a small roof.

Face east and climb onto a higher ledge. Go east along the ledges and beams that follow, ignoring all of the windows that can be pried open. (You've already visited the rooms beyond.)

Keep going until you reach the final window on the left. Pry it open to return to the canal area.

Area 18: Canal (Revisited)

Back in the canal's town house, descend the stairs and exit through the downstairs door.

As you exit the town house, turn right and climb the north wall. Turn right again and descend a sloped roof to reach the Fish-Hawker's Market.

Area 28: Fish-Hawker's Market

Snatch a single gold coin from beneath the stairs on your right as you enter the Fish-Hawker's Market.

Garrett's Challenge: "Find all City loot" (195/398)

Proceed east down the street, collecting a pocket portrait from the shadows near the crates on your left.

Garrett's Challenge: "Find all City loot" (196/398)

Beware: Several guards patrol the Fish-Hawker's Market, and there are caged dogs in the square. Remain in the shadows near the crates and wait for the lantern-carrying guard to approach. Study this guard's patrol route and move to unscrew the south vent while he isn't about.

Snatch the ring in the tiny nook beyond the vent, then save your game. Wait for your chance to sneak back out to the street.

Garrett's Challenge: "Find all City loot" (197/398)

Wait until the lantern guard is over to the east, then sneak north, keeping to the shadows near the west building as you go. Use Focus to identify a control box on the building's wall, then quickly hack the box and retreat before the nearby dog begins to bark.

Hacking the control box disables a trap in the building's second-floor apartment. To get up there, return to the west street and fire a rope arrow at the south anchor beam when the guards are to the east. (The beam protrudes from the south building marked "South Quarter Postmaster.")

Climb the rope while the guards aren't looking, then leap to the high ledge. Enter the open window to visit the Old Postmaster's House.

Area 29: Old Postmaster's House

Common Loot

Map Icon	Item(s)
	Gold coin
	Brooch
	Bracelet
	Earrings
	Hand mirror

Collectible Loot

Map Icon	Item(s)
	Wellpool Viper Bracelet

Documents

Map Icon	Item(s)
	Literary Greatness Lost

Raid this small house's cabinet to claim a single gold coin and a brooch. Sadly, it seems a lifetime of honest postal service doesn't pay very well...

Garrett's Challenge: "Find all City loot" (199/398)

...Or does it? Use Focus to identify a small notch on the side of the room's east table. Press the notch to open a hatch in the ceiling.

Climb onto the cabinet and then up through the hatch to visit a secret loft. Climb onto the cabinet up here to discover a bracelet, and raid the chest to find some valuable earrings and a hand mirror. Inspect the newspaper on the nightstand to score a new document.

GOODIE BOX
Document #60
Newspapers (11/13)
"Literary Greatness Lost"

Garrett's Challenge: "Find all City loot" (202/398)

Lastly, open the nearby locked door to find another chest in the closet. Loot this chest to claim a collectible.

GOODIE BOX
Collectible Loot #30
The Mortal Coils (3/6)
"Wellpool Viper Bracelet"

Area 28: Fish-Hawker's Market (Revisited)

Backtrack out of the Old Postmaster's House and move onto the narrow beam that spans the street below. Don't enter the north building just yet; turn around instead and use Focus to spy a pulley on the back side of the raised walkway to the south.

Take careful aim and fire a blunt arrow (or any other arrow) through the small gap in the walkway's boards to shatter the pulley on its back side. After knocking down the walkway, cross it to discover a hidden bracelet.

Garrett's Challenge: "Find all City loot" (203/398)

Now return to the narrow beam and cross it to reach the neighboring building, which features the trap you recently disabled. Climb through the window to visit the Watch Office.

Area 30: Watch Office

The Watch Office is trapped, but you've already hacked the outdoor control box and disabled the trap. Pinch out the candle on the table as you enter, then collect the nearby letter. This letter is a duplicate of the one you discovered in the apartment in Skinmarket.

GOODIE BOX
Document #59 (Duplicate)
South Quarter (8/13)
"Watch Captain's Orders"

Extinguish the office's other candle, then open the nearby cabinet to claim a water arrow and a broadhead arrow. Search the desk's drawers to find a valuable watch medal. Open the wall safe to claim a perfume bottle.

Garrett's Challenge: "Find all City loot" (205/398)

Area 28: Fish-Hawker's Market (Revisited)

This next part is tricky, so save your game. Climb through the Watch Office's east window to reach a high ledge that overlooks the central square. Wait until the guards are over to the east, then drop to the crate below and collect the scissors on top.

Garrett's Challenge: "Find all City loot" (206/398)

Drop from the crate and swoop down the nearby west stairs. Grab an ashtray off the barrel at the bottom of the steps, then swoop back out, heading north.

Garrett's Challenge: (207/398)

If the guards are approaching, duck into the northwest nook and wait for them to move off before swooping out to swipe two teacups off the nearby crate.

Garrett's Challenge: "Find all City loot" (209/398)

Dog Danger

Your next target is the coin purse on the northeast crates, but the nearby caged dogs can detect you if you aren't careful. Save your game before swooping over to snatch the coin purse. Quickly climb onto the taller crates afterward to reach a higher walkway before the dogs begin to bark.

Garrett's Challenge: "Find all City loot" (210/398)

A rope hangs to the north, but ignore it for the moment and drop down near the east wall. Quickly enter the east alcove before the nearby dogs begin to bark.

Enter the crawl space at the back of the alcove to reach a small room that contains an ink bottle and a pen.

Garrett's Challenge: "Find all City loot" (212/398)

Save your game, then exit the alcove and swoop to collect a cup on the crate between the dogs. You don't have much time to grab the cup before the dogs begin to bark. Swoop back into the alcove after claiming the cup, entering the crawl space again to wait for the guards and dogs to settle down if need be.

Garrett's Challenge: "Find all City loot" (213/398)

Save your game again, then sneak out of the alcove and climb onto the northeast crates to reach the rope you passed a moment ago. This time, climb the rope to reach a high overhead balcony.

Tiptoe across a narrow beam to reach the neighboring balcony, where a teacup sits on a railing. Collect it, then return to the narrow beam.

Garrett's Challenge: "Find all City loot" (214/398)

Speak Easy

Drop from the beam when the guards aren't looking and quickly swoop into the east passage. Use a water arrow to douse the passage's brazier, and you'll be safe from prying eyes.

Climb over the table near the brazier and swipe a knife off a barrel. Use Focus to spot a button on the nearby wall; press it to expose a hidden wall safe.

Garrett's Challenge: "Find all City loot" (215/398)

Open the safe to discover a switch. Press the switch to reveal a secret passage in the east wall. Go down to visit a secret tavern.

Careful: A guard sleeps in the tavern beyond the secret passage and will awaken if you make too much noise. Sneak very slowly through the broken glass and take down the guard.

With the guard down, you're free to explore the tavern. Collect the cup near the guard's chair, then inspect the newspaper on the barrel near the bar to claim a new document.

GOODIE BOX
Document #61
Newspapers (12/13)
"Carnival Boat High and Dry!"

Garrett's Challenge: "Find all City loot" (216/398)

Vault the bar where the group of throwable bottles is gathered. Moving past these would have been perilous had you not knocked out the guard.

Swipe the collectible on the bar's back counter, then pocket the wineglass and examine the nearby symbol on the east wall. This symbol glows with mysterious power and instantly grants you a new Focus point to spend.

GOODIE BOX
Collectible Loot #31
The Pinned Castinets (1/6)
"Oilbox"

Garrett's Challenge: "Find all City loot" (217/398)

Goin' South

Backtrack out of the secret tavern and go south a bit. Swipe a flask off a shelf in the passage.

Garrett's Challenge: "Find all City loot" (218/398)

Backtrack to the passage's north entrance and save your game. Exit the passage and climb onto the tall crates on your right, moving quickly to avoid alerting the nearby dogs. Drop from the crates' other side and duck into the east alcove to avoid detection by the dogs.

When the dogs quiet down, exit the alcove and climb the north crates to return to the northeast rope. Climb up again to return to the upper balconies, and make your way south.

Beware: Two more guards stand near a brazier in the street below. Move as far south as you can along the upper balconies, save your game, and use a water arrow to douse the brazier. Quickly pick off the sword guard with a headshot, then perform an aerial takedown to knock out the crossbow guard before he relights the brazier. If all goes to plan, the guards who patrol the main square won't notice any of this.

Market Wrap-Up

With the south guards down, enter the nearby shop to the east. Collect a number of valuables here, including a picture frame, some scissors, a coin purse, and a pocket portrait.

Garrett's Challenge: "Find all City loot" (222/398)

Head south down the street when you've finished looting the shop. Collect a single gold coin from the southeast nook, then grab the coin purse that lies on the ground beneath the south rope. Climb the rope to reach a window that you can pry open. Go through to reach Baron's Way South.

Garrett's Challenge: "Find all City loot" (224/398)

Area 31: Baron's Way South

The apartment beyond the window contains no valuables, but there's an anchor beam in the back room. However, don't waste a precious rope arrow. Instead, peer down the hole in the floor, waiting for a torch guard to walk by below you.

Continue to wait for the torch guard to turn and leave, then drop down behind him and knock him out. Beware: Another guard will soon be emerging from the red-lit tunnel down the street. Hold the Melee Attack/Takedown button so that you can move this one out of view after the knockout.

Wait for the other guard to emerge from the red-lit tunnel, then swoop a few times to quickly close the distance and knock him out as well. Leave his body in the street if you like; no one will notice it.

Fishy Finds

With the street secure, go north a bit and enter the nearby fish stall, which lies between the red-lit tunnel to Raker's Ditch and the northwest stairs to Skinmarket.

Sneak through the crawl space you discover behind the fish stall's crates to reach a back room that contains a teacup and a candlestick.

Garrett's Challenge: "Find all City loot" (226/298)

Leave the fish stand and go south down the street to locate a little fishing spot. Unscrew the nearby vent in the east wall to enter a crawl space.

Maneuver through the crawl space to visit a small office. Claim the pen from the table before backtracking outside.

Garrett's Challenge: "Find all City loot" (227/398)

A Ladder and a Lure

As you exit the crawl space, notice a high ladder down the street's west stretch. Fire a blunt arrow at the crank alongside the ladder to make it drop.

Maneuver down the street a bit, and a stationary guard who stands a good distance to the west will begin to notice you. Allow his curiosity to rise to the point where he approaches you, then swoop into the shadows of the nearby south porch.

If the guard detected you, battle him and knock him out. If he didn't, look for a chance to score a stealth takedown. He's easy prey either way. Hide his body in the south porch's shadows.

Before climbing the ladder you've lowered, hop over the south porch's counter to claim the teacup on the shelf behind it.

Garrett's Challenge: "Find all City loot" (228/398)

Now climb back over the counter and scale the ladder to reach a high ledge.

The room at the ledge's west end is empty and provides a means of reaching Raker's Ditch. However, ignore the room and leap from the ledge to reach the lower ledge across the street. Pry open the south window to enter a small apartment.

Sick Willy's Stash

Search the apartment's cabinet to find a fork. There's also some food in the washroom. The wall safe near the cabinet features a combination lock, but there's no sign of the combo...

Garrett's Challenge: "Find all City loot" (229/398)

...Or is there? This is Sick Willy's hideout, so check your Stonemarket documents to find a clue that the safe's combo is the current date. A quick spin through your Newspapers reveals the likely date to be 842. This is the combo! Open the safe to find some earrings and a necklace.

Garrett's Challenge: "Find all City loot" (231/398)

Window Walk

Exit the apartment and drop to the street. Look up and spy an anchor beam high above. Lodge a rope arrow into the beam, then climb up to a high ledge. Pry open another south window to enter another apartment.

Steal a picture frame off the nightstand, then open the drawer to claim a bracelet. Search the cabinet to find a newspaper and pocket portrait, and climb on top of the cabinet to discover some food.

GOODIE BOX
Document #62
Newspapers (13/13)
"Turn Not to Protest!"

Garrett's Challenge: "Find all City loot" (234/398)

The kitchen features a painting that you can steal with the razor tool. Do so to claim another collectible, then pry open the kitchen window to reach a new ledge.

GOODIE BOX
Collectible **Loot** #32
The Court of Montonessi (6/12)
"Living a Lie"

Outside, cross two narrow beams to reach an east ledge, which leads to two open windows. The southern window leads to an empty storeroom, while the northern window leads to a bedroom that holds a candlestick, an ink bottle, and a watch medal.

Garrett's Challenge: "Find all City loot" (237/398)

Drop off the ledge's north edge to reach a lower ledge, then drop to the street. Backtrack south down the street again, rounding the corner and going west.

Climb onto the porch near the ladder you recently lowered, then climb onto the shelf at the porch's end and swipe a coin purse. Climb onto the overhead beam afterward.

Garrett's Challenge: "Find all City loot" (238/398)

Tiptoe across the beam to reach a ledge, then cross another beam to reach an open window. Climb through to visit a small bedroom.

Collect a fork, knife, and pen from the bedroom, then climb back out through the window.

Garrett's Challenge: "Find all City loot" (241/398)

Area 32: Docks

Leap to the south ledge and move close to a stationary crossbow guard. As you do so, you'll transition into the Docks area. Save your game, then ready a broadhead arrow and wait for a patrolling torch guard to walk close to the stationary crossbow guard. Kill one with a headshot and knock out the other with an aerial takedown.

Descend the east stairs and loop around to reach a crawl space. Remove the plaque from the nearby wall before you sneak through.

GOODIE BOX
Collectible Loot #33
City Heritage Plaques (9/16)
"Customs House Bridge"

After exiting the crawl space, go southwest across the docks to reach a tavern known as Siren's Rest. Before entering the building, check its north wall to discover another City Heritage Plaque. Steal it with your wrench tool to claim another collectible. Enter the building to visit the Siren's Rest tavern.

GOODIE BOX
Collectible Loot #34
City Heritage Plaques (10/16)
"The Siren's Rest"

Area 33: Siren's Rest

Speak with the shady merchant who stands by the tavern's stairs to restock your supply of rope arrows, blunt arrows, and any other arrows you find useful. This merchant sells tools, upgrades, and trinkets as well; you should have plenty of gold to spend by now, so don't hold back.

If you've accepted Basso's "Carnivalesque" side job, then a mustachioed man named Vittori awaits you on the tavern's second floor. Speak with him to complete Basso's side job, and you'll gain a new client in the process. In fact, Vittori has a job for you right now: the client job "Happy Medium." Go ahead and accept this client job. Even if you aren't interested in undertaking it now, you can always complete it later.

Area 31: Baron’s Way South (Revisited)

Leave the Siren’s Rest tavern and backtrack to the crossbow guard and torch guard you recently neutralized. Continue backtracking up the street a bit, and snatch the brooch that sits on the ground near a crate. Keep backtracking, climbing onto the shelf near the porch again so that you may climb back up to the overhead beams.

Garrett’s Challenge: “Find all City loot” (242/398)

Return to the ledge where you got the drop on the crossbow guard and torch guard. This time, climb up to a higher ledge and enter an open window to raid a storeroom.

Claim two teacups, two saucers, and a candlestick from the storeroom, then climb back out.

Garrett’s Challenge: “Find all City loot” (247/398)

Go west to reach a series of short beams that lead north into Eel’s End. Rather than hopping across the beams, drop from the first beam to land on a lower beam, then move onto the south ledge.

Climb up to a higher ledge and enter another open window to plunder a cup, candlestick, brooch, and picture frame from a small office.

Now return to the small beams and hop north across them to revisit Eel’s End.

Garrett’s Challenge: “Find all City loot” (251/398)

Area 23: Eel’s End (Revisited)

When you reach the final beam, look up and fire a rope arrow into the overhead anchor beam. Leap from your rope to enter the nearby window.

Claim two teacups, two saucers, and a candlestick from the small room in which you land. Return to your rope and slide down to the alley.

Garrett’s Challenge: “Find all City loot” (256/398)

Sneak north up the alley, being careful not to alert the stationary guard to the east. This is the last guard in the area; sneak up close and knock him out from the side.

Go west to find a brooch on top of a cylindrical cage near a door.

Garrett's Challenge: "Find all City loot" (257/398)

Next, sneak into the shallow tunnel that's just north of the guards, in which two civilians are conversing. Collect a wineglass and a fork from inside the tunnel, then backtrack out and look for an overhead anchor beam.

Garrett's Challenge: "Find all City loot" (259/398)

Stick a rope arrow into the anchor beam, and climb to the high ledges above.

Go north along the highest ledges, crossing some narrow beams to reach a ring that sits on a barrel.

Garrett's Challenge: "Find all City loot" (260/398)

Backtrack toward your rope and leap to the lower ledge to the east. Cross a narrow beam to reach a window that you can pry open.

Collect the letter on the room's shelf, then inspect the painting on the wall near the bed. Use Focus to identify a button on the painting. Press it to open a secret pantry that contains a Baron's bust and watch medal.

GOODIE BOX
Document #63
South Quarter (9/14)
"Ollie Widow's Letter"

Garrett's Challenge: "Find all City loot" (262/398)

Backtrack out of the apartment and drop to the alley below. Climb onto the nearby porch and steal a candlestick—the last bit of loot you can find in Eel's End for now.

Garrett's Challenge: "Find all City loot" (263/398)

Choose Your Objective

At this point, you can either go northwest through Eel's End and enter the sewers on your way to Vittori's client job, or you can go northeast into Baron's Way South and make for Raker's Ditch, where the next story chapter begins. Go to the Client Job chapter if you'd like to begin Vittori's "Happy Medium" client job; read on to complete your tour of the South Quarter district.

Area 26: Raker's Ditch (Revisited)

There are many ways to enter Raker's Ditch, but we'll go with the most obvious. Sprint north up Baron's Way South and enter the red-lit west tunnel to get there with minimum fuss.

Descend the tunnel's stairs, then look up to notice an overhead anchor beam. Lodge a rope arrow into the beam and climb up.

Leap from your rope to reach a high ledge, then hop through an open window to raid another apartment. This one contains a poppy and a cup.

Garrett's Challenge: "Find all City loot" (264/398)

Exit the apartment and go downstairs. Turn left and go west to reach a locked door.

Pick the door's lock and go through to visit a small room that contains a candlestick, a saucer, and a wineglass. Pocket all of these valuables before backtracking outside.

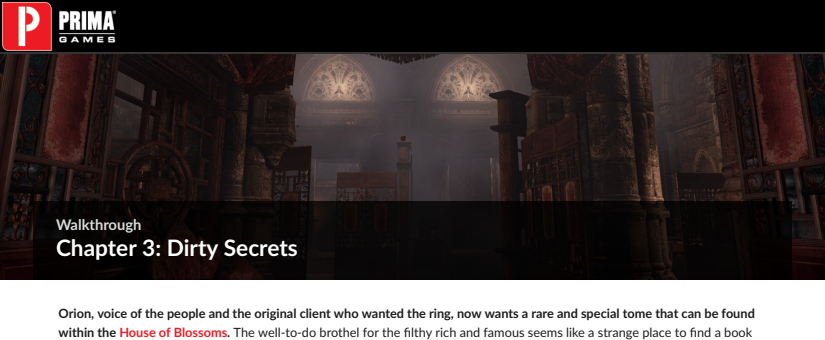
Garrett's Challenge: "Find all City loot" (267/398)

Now go east and pull a lever to lower a footbridge. The bridge leads to the entrance to the next story chapter, but don't cross it just yet.

Instead, use Focus to spot a loose brick in the east wall. Press it to open a hatch above you, exposing an anchor beam. Stick a rope arrow into the beam and climb up.

You emerge in a small loft. Pluck the poppy from the far plant pot, then descend your rope again.

Now cross the footbridge to reach the gate that leads to the next story chapter. Go through to begin your investigation of the intriguing House of Blossoms.



Walkthrough

Chapter 3: Dirty Secrets

Orion, voice of the people and the original client who wanted the ring, now wants a rare and special tome that can be found within the House of Blossoms. The well-to-do brothel for the filthy rich and famous seems like a strange place to find a book but Orion seems sure it will be there somewhere. Discretion is advised.

Chapter Stats
Collectible Loot Items: 5
Common Loot Items: 57
Pockets to Pick: 21
Locks to Pick: 7
Threats (Guards): 18

Thieving Challenges

Challenge	Playstyle	Reward
Remain undetected	Ghost	300 G
No kills or knockouts	Opportunist	250 G
5 aerial takedowns	Predator	200 G
Lift all loot items	Hybrid	250 G

Top Tips

Keep the following tips in mind to gain an advantage in this story chapter:

- The wire cutter tool comes in handy. It can disable traps and can be used to instantly kill everyone in the brothel. This tool is also necessary if you wish to find all of the chapter's collectible loot items.
- Water arrows, blunt arrows, choke arrows, and flash bombs are all valuable if you're hoping to pass through the level undetected and without knocking out or killing anyone.
- You can't complete the "no kills or knockouts" and "5 aerial takedowns" Thieving Challenges in one playthrough. It's also extremely difficult (if not impossible) to lift all of the common loot items without killing/knocking out certain guards, or at the very least being detected. If you're hoping to find all of the loot, consider going for aerial takedowns during the same playthrough.
- The guards in this chapter wear heavy chain mail that makes them tough to defeat in direct combat. If you prefer the Predator's path, upgrade your "Combat" Focus ability, increase your blackjack damage and leather hardening upgrades, and bring a full supply of choke and broadhead arrows to simplify combat.

Objective 1: Find the Entrance to the Brothel

Area 1: Warrens

Common Loot

Map Icon	Item(s)
	Wineglass
	Brooch
	Wineglass
	Ancient Vessel

Collectible Loot

Map Icon	Item(s)
	Jewelwing

You begin in a dark alley, not far from the House of Blossoms. Watch the nearby guards as they escort a wealthy gentleman toward the brothel. Silently sneak north through the shadows, tailing the rich man.

Collect a wineglass and throwable bottle near the north wall. Then slowly sneak or swoop east, hugging the north wall and slipping through the shadows, uncomfortably close to the nearby guards. (Don't worry, they won't spot you.)

Thieving Challenge: "Lift all loot items" (1/57)

Thieving Challenges

If stealth is your game, try not to knock out even a single guard or civilian during this mission. This walkthrough will advise you how to do just that.

Light 'Em Up

Opportunists may wish to loose a blunt arrow at the red valve behind the guard with the torch. The jet of flame that shoots out will kill the guard, and the remaining guard will be distracted by the chaos, giving you a chance to slip up and knock him out. Look to exploit similar valves in this mission.

After creeping past the guards, climb onto the large pipe that runs along the east wall. Sneak south along the pipe to discover a lost brooch.

Thieving Challenge: "Lift all loot items" (2/57)

Backtrack along the pipe and descend the north stairs. Keep going until you catch up to the rich man. His guard escort is struggling to open the nearby gate. Take the opportunity to sneak up and pick the rich man's pocket. Grab all three of his purses before the men advance.

Crawl Space Shortcut

If you're simply trying to ghost through this stage, or if you're after aerial takedowns, don't follow the men through the gate. Instead, backtrack a bit and unscrew a vent to enter a secret crawl space.

The crawl space brings you to a series of high beams that overlook the stairwell. This is the only way to reach these beams. If you're quick, you can execute an aerial takedown on the rich man's escort from these beams (or the rich man himself), but you will be detected and will draw the attention of the stairwell's two guards.

Instead, allow the rich man and his escort to leave, waiting for their discussion to end to ensure that they've moved off. When their dialogue ends, use a throwable to lure over one of the two nearby guards in the stairwell. The moment he arrives, knock him out with an aerial takedown.

Thieving Challenge: "5 aerial takedowns" (1/5)

The other guard is likely to hear the struggle and investigate the disturbance. Immediately flee to the stairwell, racing back to the crawl space vent. If you're quick, you can crawl back through the vent, return to the beams, and score another aerial takedown on the remaining stairwell guard—all without being detected.

Thieving Challenge: "5 aerial takedowns" (2/5)

If you decide against the aerial takedowns, go east across the beams to reach a secret side room. Slide down the north slope to quickly descend to the bottom of the stairwell, circumventing the guards. However, this is a one-way passage; there's no going back once you drop from the beam—unless you backtrack up the stairwell, but this defeats the purpose of the shortcut.

Wire Cutter Shortcut

If you have the wire cutter tool, you can access a secret passage that's filled with loot. Backtrack to the chapter's starting point, then look at the thick pipes above you. Climb onto these pipes to reach a high control box on the west wall.

Hack the control box with the wire cutter to unbar the door below you. Drop down and open the door to access a secret side room. (Had you entered this side room earlier, you would have missed your chance to pickpocket the rich man.)

The room features a poppy, a sack of food, and a small box that contains a broadhead arrow. There's also a fire arrow in a table drawer. Go north after claiming these goodies and climb a tall crate to reach a high passage.

A raven flies away as you climb into the passage. Pick up the collectible item that the raven has left behind.

GOODIE BOX
Collectible Loot #38
The Pinned Castinets (2/6)
"Jewelwing"

If you like, continue following the passage to its end, and you'll take a significant shortcut down the stairwell, avoiding the guards. You'll also miss out on some loot if you go this route, so we recommend backtracking and returning to the starting chamber.

The Direct Approach

Descend the north stairs again, moving along the path that the rich man took. Beware: There's broken glass in the passage beyond the stuck gate. Sneak very slowly through the glass to avoid making any sound, then swipe the wineglass from the nearby barrel.

Peek around the next corner to spy on a pair of guards. One walks a short patrol down the shadowy north passage; the other stands watch in the lighted corner, right near the stairs. These two are tough to slip past if you don't take the aforementioned shortcuts, but with the aid of a water arrow, it is possible.

Wait for the patrolling guard to move north (away from his stationary comrade), then sneak forward just enough so that you have an angle on the overhead brazier without moving into the stationary guard's vision. Fire your water arrow and douse the hanging brazier.

Thieving Challenge: "Lift all loot items" (3/57)

If you like, you can risk sneaking close to the stationary guard and grabbing the food off the barrel that's near him. This is entirely optional and quite risky, so don't feel obligated.

Sneak west instead, moving to the south end of the passage that the patrolling guard walks. When he pauses and stands across from his comrade, sneak behind him and pick his pocket, stealing both of his purses.

Now follow the patrolling guard as he moves north again. When he pauses at the end of his walk, sneak behind him to slip past him undetected. Don't swoop while following the guard or you'll startle the nearby caged bird.

Having a Gas

If you prefer the aggressive approach, remain at the passage's south end and use a blunt arrow to shatter the west wall's valve. Do this while the patrolling guard is standing near the valve, and he'll be blasted with toxic gas. This draws the stationary guard away from his post, allowing you to grab the food that sits on the barrel near the stationary guard and then sneak downstairs. Unfortunately, this also causes the caged bird to detect you.

After sneaking past the patrolling guard, drop to the lower passage at the bottom of the stairs. You've now snuck past the guards; continue moving downstairs.

As you descend the stairwell, move into a west nook and look up to spy a anchor beam high above you. Fire a rope arrow into the beam, then climb up.

Climb all the way up your rope to reach a high storage room that contains an ancient vessel. Claim this prize and then climb back down.

Tip

If you were unable to hack the control box back in the starting room, you can leap from your rope to reach the secret passage and backtrack along the passage to claim the aforementioned Jewelwing and resources."

Thieving Challenge: "Lift all loot items" (4/57)

Objective 2: Get into the House of Blossoms

Area 2: Entrance

Common Loot

Map Icon	Item(s)
	Ancient ingot
	Wineglass

Descend the stairs in pursuit of the rich man. When you reach the bottom, search the west alcove to discover some food.

The House of Blossoms is just ahead, but the rich man is held up at the front gate. He seems to have misplaced his invitation, and the guards won't let him through. It appears money can't buy everything.

Sneak east through the shadows. Go south and explore the dead end to discover an ancient ingot.

Thieving Challenge: "Lift all loot items" (5/57)

After pocketing the ingot, backtrack north and climb the north wall to reach an alley. Be careful not to smash the vase along the way or you'll raise the guards' suspicions.

You've snuck past the front gate, and the House of Blossoms' front door is just ahead—but there's another, better way inside. Collect the wineglass from the ground to the west, then backtrack to the alley's east end.

Thieving Challenge: "Lift all loot items" (6/57)

Brothel Break-in

Rather than entering via the brothel's front door, climb the alley's east crates to reach a higher platform.

Climb onto an even higher platform to reach a narrow beam. Tiptoe across to reach a secret passage at the alley's west end.

Side down the slope to reach the secret passage. This is a one-way trip; you can't return once you've slid down, so make sure you've collected the wineglass from the alley.

Slip through the narrow space that follows, shoving a fallen beam out of your way as you go.

Scale the pipes beyond the narrow space to reach a high open window. Climb through to infiltrate the House of Blossoms. You'll land in the storage room on the east side of the foyer's south end, right next to some food.

Objective 3: Explore the Brothel for Clues

Area 3: Lower Level

Common Loot

Map Icon	Item(s)
Foyer: South End	
	Hand mirror
	Coin purse
	Coin purse
	Hand mirror
	Spoon
Kitchen	
	Scissors
	Scissors
	Spoon
	Wineglass
Foyer: Central Hall	
	Letter opener
	Ashtray
	Wineglass
	Perfume bottle
	Brooch
Foyer: North End	
	Spoon
	Perfume bottle
	Brooch
	Urn
	Hairbrush
	Ashtray

Foyer: South End

Using the brothel's secret entrance lands you in a small storage room. Grab the food on the floor and then pass through the nearby curtain to enter the foyer.

As you enter the foyer, a woman begins to move east, away from you. Quickly swoop behind her and steal both of her earrings (this works just like pickpocketing coin purses). If you're after aerial takedowns, or if you simply wish to obtain all of the loot in this chapter with minimum fuss, then knock out the woman before she passes through the east door to the kitchen. This will come in handy later, but remember that doing so will cause you to forfeit one of your Thieving Challenges. (Don't worry about being detected; no one will notice you as long as you don't startle the woman. No guards are about, and the brothel's patrons are too hopped up on opium to take any notice.)

Whether or not you knock out the woman, set about looting the foyer's south end. Again, don't worry about being seen by the foyer's civilian occupants; they're out of it. Collect a hand mirror and coin purse from the southeast table, then go north and swipe a coin purse from the northeast coffee table. Go west afterward and raid another table, pocketing another hand mirror and a spoon.

Thieving Challenge: "Lift all loot items" (11/57)

Kitchen Approach

Backtrack east and pass through the foyer's east curtain to reach a small room. If you knocked out the woman in the foyer before, then the east door will be closed. Peer through the keyhole and make sure there's no guard on the door's other side. If there is, wait for him to walk toward you, turn left, and move out of sight before opening the door.

If you didn't knock out the woman, then the east door will be open. Pause in the doorway and watch as the woman works her craft on the guard in the hall ahead. Remain hidden in the shadows and wait for the guard and woman to move downstairs, into the kitchen.

Kitchen

Enter the nearby cabinet to save your progress, then sneak into the kitchen. The guard leaves the kitchen via the north stairs, never to return. Assuming you didn't knock her out before, the woman who was seducing the guard starts to mix up some drinks down near the bar. Another woman tends a giant opium vat. Garrett believes he can do some real damage if he can get at the opium cooker's controls.

Dropping In

Several options present themselves in the kitchen. Sneak east down the south hall, and notice a climbable wall that leads to the kitchen's overhead pipes. Scale this wall if you're after aerial takedowns; you can get the drop on the woman who's tending the opium vat below.

Unfortunately, performing an aerial takedown on the woman near the opium vat causes you to be detected by the other woman near the bar. This is why it helps to knock out that woman back in the foyer. If you did so, then you can perform an aerial takedown on the other woman without being detected and can set about looting the kitchen afterward.

Thieving Challenge: "5 aerial takedowns" (3/5)

Sneaking Through

If stealth is your game, you can also use the overhead pipes to simply sneak over to the west hall, which is your ultimate destination through the kitchen. Cross the pipes and then drop onto the south crates, avoiding the women entirely. The only downside to this approach is that you won't be able to plunder the main area of the kitchen, where the women are working—not without creating distractions, anyway.

Gassing the Brothel

If you've got the wire cutter tool, then a third option is available. Sneak across the south balcony and open the locked east door.

Raid the table beyond the locked door to find some scissors, then press the light switch on the wall to darken the room, along with the kitchen's east balcony. Drop to the lower area and navigate a short crawl space that leads to the underworkings of the opium cooker.

Thieving Challenge: "Lift all loot items" (12/57)

Collect some food from the end of the crawl space, then spot a nearby control box. Use the wire cutter to pry this open and sabotage the opium cooker.

Now you're cooking. Backtrack out of the crawl space and climb up to the room with the light switch. Make sure that the lights are out before exiting the room.

With the lights out, peer over the kitchen's east railing and notice a lever near the woman who's tending the opium vat. Vault the railing and land on the table below, then slowly sneak over and pull the lever without being seen.

Pulling the lever releases lethal amounts of opium gas throughout the brothel, killing everyone in the entire building—guards and civilians alike. Garrett's mask protects him from the gas, leaving him free to loot the kitchen and the rest of the brothel. This makes matters much easier, but it also prevents you from achieving the "no kills or knockouts" Thieving Challenge and all but guarantees you the Predator Playstyle rating at the mission's end.

Looting the Kitchen

If you choose to gas the brothel, you'll be free to loot the kitchen at your convenience. If you decided to go for the aerial takedown against the woman near the opium vat, you'll also be able to easily loot the kitchen afterward. Even if you didn't perform the aerial takedown, you can still plunder the kitchen fairly easily, assuming you knocked out the woman back in the foyer. And even if you haven't harmed anyone so far, it's still possible to snatch up all of the kitchen's valuables undetected—it's just a lot more challenging. If you'd like to try, follow these steps, saving each time you complete a step successfully:

After pressing the east room's light switch, sneak over the kitchen's east railing, landing on the table near the opium vat's control lever.

Slowly, carefully drop from the table and raid the drawer on your right (the table's left drawer) to claim some scissors without being seen by the woman who's tending the opium vat.

Thieving Challenge: "Lift all loot items" (13/57)

Carefully climb back onto the table, then climb back over the east railing to return to the east hall.

Backtrack west down the south hall and descend the south stairs. While hiding in the shadows, fire a blunt arrow (don't use a throwable) at the opium cooker behind the woman who's tending the bar.

While the woman is distracted, sneak (don't swoop) and collect the food, spoon, and wineglass from the bar. Immediately sneak back into the west shadows. Congratulations, you've just plundered the kitchen without harming a soul.

Thieving Challenge: "Lift all loot items" (15/57)

Foyer: Central Hall

Regardless of how you choose to tackle the kitchen, head to the west hall. The overhead pipes can help you get there unseen. Enter the west hall's cabinet to save, then peek around the edge of the west door, which leads back into the foyer.

Careful: A guard patrols this side of the foyer (assuming you haven't gassed the brothel). There's also a stationary guard behind the south partition wall, but he won't be a factor. Remain in the doorway and watch as the patrolling guard walks toward you; he'll turn just before reaching the door. After the guard moves out of sight, pass through the door and move straight down the hall, snuffing out every candle as you go.

Quickly extinguish all four sets of candles, including the ones near the south stairs, before the patrolling guard returns. If you're successful, he won't take any notice of the candles going out, and you'll have plenty of darkness with which to work.

Raid the west table to claim a letter opener as you wait by the stairs for the patrolling guard to return. When he does, swoop behind him and pick his pocket.

Thieving Challenge: "Lift all loot items" (16/57)

Swipe the ashtray from the north bookshelf, then climb on top of the south partition wall and snatch a wineglass.

Thieving Challenge: "Lift all loot items" (18/57)

Drop from the partition wall, returning to the hall you've darkened. Sneak south, heading for the candlelit table with the birdcage near the west stairs. As long as you remain crouched, you'll be safely hidden from view, even from the stationary guard who's standing nearby. Snuff out the candles if you like, then pick the table's locked drawer to claim a perfume bottle.

Thieving Challenge: "Lift all loot items" (19/57)

There are many more valuables to plunder from the foyer's north end, but approaching from the south is risky unless you're okay with knocking out the patrolling guard. This is because the foyer's north end is also patrolled by another guard, and avoiding both patrols at once is very difficult. In addition, two more guards regularly peer over the balcony high above and can spot you moving around the foyer's well-lit north end. Unless you're okay with being detected, you'll want to take out all of these guards before attempting to loot the foyer's north end. If you've just gotta have that loot, knock out the patrolling guard in the central hall so that he won't be a problem in the future.

Whether or not you knock out the patrolling guard, head up the west stairs to advance toward the Upper Level. (Remember, you must eliminate those balcony guards.) Collect a brooch from the shelf on the landing as you go, and use the nearby cabinet to save.

Thieving Challenge: "Lift all loot items" (20/57)

Rope Arrow Shortcut

If you have a rope arrow, you can use it to circumvent the Upper Level guards and reach Madame Xiao-Xiao's office in short order. Pursue the Lower Level's patrolling guard around the central foyer, following him through a curtain to reach a save cabinet. Pinch out the nearby candle, then climb atop the save cabinet and look up to spot a high overhead anchor beam. Lodge a rope arrow into the beam, then climb up before the patrolling guard returns. When you reach the top of the rope, you can leap either into Madame Xiao-Xiao's unguarded office or over to the Upper Level balcony's southeast end.

When you reach the second landing, climb onto some pipes and then scale the wall to reach a high crawl space.

Area 4: Upper Level

Common Loot

Map Icon	Item(s)	Found?
Balcony and Bedrooms		
	Perfume bottle	
	Hairbrush	
	Perfume bottle	
	Perfume bottle	
	Hairbrush	
	Ashtray	
Madame Xiao-Xiao's Office		
	Ashtray	
	Hairbrush	
	Necklace	
	Letter opener	
Madame Xiao-Xiao's Chamber		
	Perfume bottle	
	Coin purse	
	Hand mirror	
	Brooch	
	Pocket watch	
	Necklace	

Collectible Loot

Map Icon	Item(s)	Found?
	Emerald Circle	

Documents

Map Icon	Item(s)	Found?
	Coyle's Combination	
	List of Constellations	
	Strongbox Registry	
	Madame Xiao-Xiao's Diary	

When you enter the high crawl space, you'll transition to the brothel's Upper Level.

A precious ring lies in the crawl space. Collect it to acquire another collectible loot item—your second from this chapter so far.

GOODIE BOX
Collectible Loot #39
Serendi Stone Circles (3/7)
"Emerald Circle"

Move to the crawl space's west end and gaze through the window. Notice another guard on patrol around the balcony below. Watch out for him in the future.

Drop through the open vent to land safely and silently on the bed of the southwest bedroom. Open the east door and slip into the southeast bedroom, which features two occupants caught up in the throes of passion.

Quietly raid the drawers of the room's table to claim a perfume bottle, and be sure to grab the letter on top.

GOODIE BOX
Document #64
Chapter 3 (1/4)
"Coyle's Combination"

Thieving Challenge: "Lift all loot items" (21/57)

Return to the previous room and carefully approach the curtained door. Pull back the curtain just enough so that you can watch the patrolling guard you noticed before. When the guard moves past, either knock him out in the shadows (if you intend to raid the foyer's north end), or slip out of the room when he moves east and pursue him around the balcony. (The other guard to the south won't see you if you sneak.)

If you're tailing the guard, pickpocket him and then duck into the northeast bedroom.

Search the northeast bedroom's nightstand to find a perfume bottle and hairbrush, then notice the high crawl space above the south bookshelf. Climb onto the bookshelf and into the crawl space.

Thieving Challenge: "Lift all loot items" (23/57)

There's nothing of value in this crawl space. Drop from the crawl space's open vent to land in the southeast bedroom. As usual, the occupants are too hopped up on opium to notice you.

Swipe the perfume bottle from the bedroom's east wall, then carefully approach the curtained doorway. Pull back the curtain just enough to view the patrolling guard (assuming he's still conscious). Wait for him to arrive, then sneak out when he leaves.

Thieving Challenge: "Lift all loot items" (24/57)

The table near the southeast bedroom is empty. Pursue the guard north (if you haven't knocked him out), heading for the north stairs that lead back down to the foyer. Swipe a hairbrush off the northeast chair as you go.

Thieving Challenge: "Lift all loot items" (25/57)

Duck into the north stairwell, but don't go downstairs just yet. If you haven't knocked out the patrolling guard, use the north stairwell as a place of retreat as you work at extinguishing the north balcony's candles without being spotted. Once the balcony is darkened, loot the north table to discover an ashtray.

Thieving Challenge: "Lift all loot items" (26/57)

North Foyer Robber

If you wish to raid the north foyer, you'll want to knock out the balcony's southwest guard as well before going downstairs. Simply swoop behind the guard while he's peering over the balcony, pick his pockets if you like, and then knock him out. With the balcony's patrolling guard down, there's no one around to witness this act, and the caged bird won't be startled as long as you don't swoop too close to the guard.

With the foyer's central patrolling guard down, and both balcony guards knocked unconscious, you're now set to tackle the north foyer. Move to the balcony's north end and peer over the railing to spy on the guard who patrols the north foyer below.

Opportunists will want to use a blunt arrow to knock down the chandelier so that it crushes the guard, killing him. The proper time to do this is when the guard pauses right in the center of the floor, between the two central partition walls. Unfortunately, this approach causes you to become detected, but it sure is fun. You can also simply descend the north stairs, sneak up on the guard, and knock him out from behind to avoid being detected.

The Shakedown

Descend the north stairs and peer through the hole in the door on the landing to spy on the Thief-Taker General as he shakes down Madame Xiao-Xiao. Something really must be done about this evil creep. Use the nearby cabinet to save after watching the scene, then set about looting the north foyer.

Area 3: Lower Level (Revisited)

Foyer: North End

The main foyer's north end is filled with plunder. Grab a spoon and some food off the west coffee table, and search the east table's drawers to find a perfume bottle and a brooch. Swipe the urn off the small table between the chairs near the room's center, and collect the hairbrush that sits atop the south table. (The south table's drawers are empty.) Lastly, collect the ashtray that sits on the south couch. Nabbing all of these valuables from this well-lit area without being noticed by the two patrolling guards and the balcony guards above is extremely challenging, if not impossible. It may be possible to plunder the place undetected by causing distractions, using choke arrows, and dropping flash bombs, but quietly knocking out all of the guards is certainly much easier.

Thieving Challenge: "Lift all loot items" (32/57)

Sneaking into Madame Xiao-Xiao's Office

To enter Madame Xiao-Xiao's office undetected and without harming any guards (assuming you haven't used the aforementioned rope arrow shortcut), tail the balcony guard back around his patrol and duck into the northwest bedroom. Move to the southwest bedroom and peek through the curtain. Save your game, and when the balcony's southwest guard is peering over the railing, sneak past him and enter the nearby south hall. (Don't swoop or you'll startle the caged bird.)

When the guard moves again, he'll be in a perfect position for pickpocketing. Steal his valuables and swipe the letter from the nearby table as well. Retreat back into the hall and enter the cabinet at its end to save.

GOODIE BOX
Document #65
Chapter 3 (2/4)
"List of Constellations"

Madam Xiao-Xiao's Office

You're now very close to your objective. Open the north door to enter Xiao-Xiao's office, and begin searching around for clues.

Pocket all valuables in the office, including the ashtray on the shelf, the hairbrush on the coffee table, and the necklace and letter opener you find in the desk's drawers. Beware that you're still visible to the balcony's guards while moving about in the light. Inspect the book atop the desk to obtain a new document.

GOODIE BOX
Document #66
Chapter 3 (3/4)
"Strongbox Registry"

Thieving Challenge: "Lift all loot items" (36/57)

Party Crasher

If you like, you can fire a blunt arrow at the chandelier that hangs over the south foyer to cause a massive distraction down there. No guards will be harmed by this, and you'll be detected if you bring down the chandelier, so there's no good reason to do this unless you're feeling particularly destructive (and after some bonus Opportunist points).

When you're finished searching the office, pick the locked east door to enter Madame Xiao-Xiao's private chamber. Read the diary on the table to get the clues you seek and to obtain this chapter's final document.

GOODIE BOX
Document #67
Chapter 3 (4/4)
"Madame Xiao-Xiao's Diary"

Objective 4: Access Xiao-Xiao's Secret Passage

Search the table's drawers to find a perfume bottle, and open the locked chest to find a coin purse and a hand mirror. Grab the brooch on the east shelf as well.

Thieving Challenge: "Lift all loot items" (40/57)

Beware: The east wall safe is trapped. Use the wire cutter tool to hack the nearby control box and disable the trap, or else you'll suffer a nasty bit of damage. If you don't have the wire cutter, you'll just have to take the hit. Don't close the safe after claiming your plunder or you'll trigger the trap again!

The safe's combination is found within the documents you've recently discovered in the brothel. By cross-referencing these documents, you can discern the safe's combination. If you're having trouble, the correct combination is 5, 7, 3. The safe contains a valuable pocket watch and a necklace.

Thieving Challenge: "Lift all loot items" (42/57)

When you've finished looting the room, inspect the painting on the west wall. Search the painting's frame for two triggers, and press them both to activate a revolving door that deposits you in a secret passage. There's no going back through this door, so make sure you're ready to advance before triggering the painting's switches.

Objective 5: Find the Mysterious Podium

Area 5: Secret Passage

Common Loot

Map Icon	Item(s)
	Urn

Madame Xiao-Xiao's diary mentioned this passage, along with some sort of mysterious podium. Let's see if we can find it. Descend the entry stairs to reach a lower corridor.

Peer through two holes in the lower corridor's wall for a few interesting scenes. Looking through one hole gives you a front-row view of a couple's amorous antics. Peer through the other hole, and Garrett will be overwhelmed by a disturbing vision of Erin. When the vision ends, the room turns out to be empty.

Continue along the passage, descending more stairs. Inspect the small podium in the lower passage. It must be the podium that the Madame mentioned in her diary. The medallion you found in Erin's hideout seems to fit the podium's recess, but you must properly align the medallion's many symbols in order to solve this little puzzle.

Notice the curious markings on the nearby wall. Madame Xiao-Xiao's diary mentioned something of these markings too. They must be the symbols you need to discover in order to align the medallion and activate the podium.

Objective 6: Discover the Remaining Symbols

Learn the first symbol by inspecting the markings on the wall near the podium, but the rest aren't so easily found. Examine the wall's markings again to learn the first symbol if you haven't already. Three more to go.

Scale the west stairs to reach the passage's end. Peer through two more holes in the wall here to eavesdrop on more couples engaged in "romantic" activities; one of the patrons turns out to be Master Eastwick, the Baron's genius inventor. More importantly, each room features one of the four symbols you seek. Scan both bedrooms for symbols etched on the far walls, using Focus to help you find them. Now there's just one left to find.

Collect the urn from the end of the passage, then backtrack toward the podium. Keep going and return to the previous peephole corridor. Look through the first hole you come to and notice the fourth and final symbol etched on the wall.

Thieving Challenge: "Lift all loot items" (43/57)

Objective 7: Place the Medallion on the Podium

With all four symbols discovered, return to the podium. Inspect it again to pull out the medallion, and notice that the proper symbols are now lit. Align all four symbols so that they form a line at the top of the medallion, then insert it into the podium.

With the medallion inserted, the nearby wall slides away, exposing some long-lost ruins. Looks like you've got some more exploring to do.

Objective 8: Explore the Ancient Ruins

Area 6: Ancient Ruins

Common Loot

Map Icon	Item(s)	Found?
	Scroll holder	
	Scroll holder	
	Ancient ingot	
	Ancient ingot	
	Scroll holder	
	Ancient ingot	
	Scroll holder	
	Ink bottle	

Collectible Loot

Map Icon	Item(s)	Found?
	Ancient Figurine	
	Stonemason's Memory	

What secrets might await you within these long-forgotten ruins? It's enough to intrigue any thief. Drop from the entry ledge to slide down to the ground level. Careful, though; there's no going back.

Swipe an ancient scroll holder as you explore the first chamber; it's sure to fetch a few coins. When you reach an apparent dead end, maneuver through some debris, shoving a fallen beam out of your way.

Thieving Challenge: "Lift all loot items" (44/57)

Crouch and sneak through the next patch of clutter. Garrett's weight triggers a pressure plate, but fortunately, no harm comes to him—the trap fails. Still, you'd best be wary of traps as you explore.

In fact, there's another trap just ahead. Search the east wall for a loose brick, and press it to disable the deadly trap near the north door.

With the trap disabled, it's safe to open the door. Go through to reach the next chamber.

Area 7: Forgotten Ruins

Fear not, there are no traps in this quiet room. (The west corridor is another matter.) Descend the entry stairs and cross the room, aiming to collect another scroll holder from the room's northwest corner.

Thieving Challenge: "Lift all loot items" (45/57)

Pick the nearby locked door to reach a set of stairs leading down to a lower passage. Go downstairs.

The passage ends in a shrine with another medallion pedestal. Four symbols are found in the passage's alcoves. Inspect all four, then return the pedestal.

Align the markings on the medallion just as you did before. If any are unlit, examine the passage's etchings again, using Focus to ensure you spot them all.

Insert the medallion after properly aligning all four markings. The far statue then rotates, revealing a precious figurine. This is one for Garrett's private collection.

GOODIE BOX
Collectible Loot #40
Unique Loot (4/9)
"Ancient Figurine"

After claiming the figurine, you're prompted to observe the statue. Notice a fifth marking that's faintly etched on it. How interesting...

Return to the pedestal and inspect it again. This time, a different marking is lit on the medallion. Align it with the others, then reinsert the medallion.

This time, the shrine's remaining two statues spin around, revealing even more loot. Claim a valuable ancient ingot from each statue's platter before taking your leave of this very profitable passage.

Thieving Challenge: "Lift all loot items" (47/57)

Backtrack upstairs, returning to the main chamber. Approach the west passage, but don't enter it. Instead, look for another loose brick nearby, on the main chamber's west wall. Press this to disable the west passage's pressure plate trap, then proceed down the passage to reach a derelict tower.

Two Towers

The tower features a chest, but it contains nothing but old, ruined books. Ignore them and move through the north window, stepping onto a narrow beam.

Drop from the beam to reach a spiral stairwell. There are no traps here, so descend the stairs without fear.

You soon come to a side tower. You can descend its ropes if you like, but this merely provides another means of reaching the side tower's base. Descending the spiral stairs takes you to the same area, so there's no real advantage in using the ropes.

Whether you descend the ropes or the stairs, investigate the side tower's base to find a table with a locked drawer. Pick the lock to open the drawer and discover a scroll holder.

Thieving Challenge: "Lift all loot items" (48/57)

Keep going until you reach a circular room filled with books. The book that Orion seeks surely must be kept here...somewhere.

Objective 9: Search the Abandoned Library for the Book

Area 8: Scriptorium

The circular room is empty; delve deeper into the library to begin your search for Orion's book. If you like, peer through the hole in the west wall to catch a glimpse of some sort of creature as it swiftly scuttles past. It doesn't look human...

A thorough search of the library nets you an ancient ingot in the southeast corner and a scroll holder and ink bottle that's kept in the southwest table's drawers (one of which is locked). This is all well and good, but Orion's book is nowhere to be found.

Thieving Challenge: "Lift all loot items" (51/57)

Some Light Reading

Since you're looking for a book, perhaps you should check the bookshelves. Inspect the books on the west wall's shelf, then feel around for a hidden trigger. Pull the trigger book to spin the bookshelf around and enter a secret alcove.

The alcove features a a collectible ring and a curious marking that glows with energy. Collect the ring and then observe the marking carefully to obtain a new Focus Point. Select your upgrade, then pull the trigger book again to return to the library's main chamber.

GOODIE BOX
Collectible Loot #41
Memories of the Dead (2/6)
"Stonemason's Memory"

Now find another trigger book on the shelf in the library's southeast corner. Find this one's trigger book to make the bookshelf revolve just as you did before. This time, you're delivered to another section of these confounding ruins.

Objective 10: Enter the Central Tower

Area 9: Library Towers

Common Loot

Map Icon	Item(s)	Found?
	Ancient ingot	
	Ancient armlet	
	Ancient armlet	
	Ancient armlet	
	Ancient armlet	
	Ancient ingot	

Collectible Loot

Map Icon	Item(s)	Found?
	Ritual Book	

The revolving bookshelf deposits you in a massive cavern. Five imposing towers stretch up from a yawning abyss. Garrett believes the central tower might feature the book Orion's after.

The Northwest Tower

Move to the passage's west end, and you'll be within leaping distance of the northwest tower. Jump over and begin your explorations.

The northwest tower's ground floor holds nothing of interest, and the overhead rope is too high to reach. Exit through the north doorway and turn the valve wheel you discover on the balcony to align the stairs leading to the central tower.

Once the stairs are properly aligned, descend them to reach the central tower's base. As you go, notice that these stairs are marked with the Roman numeral "I."

The Central Tower

After descending the stairs marked "I," crouch and sneak past some debris on the central tower's base.

Once you're past the debris, stand up and swipe an ancient ingot that rests atop the nearby barrel. Every little bit helps.

Thieving Challenge: "Lift all loot items" (52/57)

Slip back through the debris and circle around the central tower. Scale the north stairs, which are marked "III" to reach the southeast tower's second floor. (There's no need to bother with the northeast tower's valve wheel at present.)

The Southeast Tower

The stairs lead to the southeast tower's second floor. Drop down to the tower's base and pluck the poppy that grows here.

Exit the tower to reach another valve wheel on its lower balcony. Spin the wheel to align the stairs marked "II."

After aligning the stairs marked "II," you catch sight of that awful creature again. It lights a torch near the southwest tower and promptly flees. Here's hoping you never catch up to it.

Reenter the tower and climb back up to its second level. Exit onto its second-floor balcony and backtrack down the stairs marked "III."

The Northeast Tower

This time, from the base of the central tower, cross an old walkway to reach the northeast tower. Turn the valve wheel here to rotate the stairs marked "III."

Once rotated, the stairs marked "III" lead from the northeast tower's base to the central tower's second-floor balcony. Scale the stairs to advance.

The Central Tower (Revisited)

When you reach the central tower's second-floor balcony, move to the balcony's south side. You'll be standing right above the stairs marked "II," which you recently rotated while exploring the southeast tower. Drop to the stairs marked "II" and scale them to reach the southwest tower, where you spotted the creature before.

The Southwest Tower

Go up the southwest tower's exterior stairs to reach its third floor. The tower's chest holds nothing but old books, so exit through the east door and ascend the stairs marked "IV."

When you reach the stair's end, make a running leap through the central tower's shattered window to at last land inside the tower.

Objective 11: Remove the Ritual Book

Central Tower Interior

You've reached the ritual book that Orion desires, but the book is sealed away in some sort of ornate casing. Before attempting to obtain the book, collect the ancient armlet from the ground nearby.

Thieving Challenge: "Lift all loot items" (53/57)

Next, use Focus to identify three trigger books around the room. Pull all three to rotate the room's three statues. Two of the statues spin around to reveal ancient armlets, but the other statue gets stuck and won't fully rotate.

Thieving Challenge: "Lift all loot items" (55/57)

Step out to the tower's balcony and go north. Jump across the gaps in the balcony as you go.

Moving around the balcony takes you to the statue that wouldn't spin. Collect another ancient armlet from the statue's platter, then backtrack into the tower.

Thieving Challenge: "Lift all loot items" (56/57)

Now for the ritual book. Face the podium near the book's casing and use Focus to identify four symbols. Inspect the podium to whip out the medallion, then align the symbols and insert the medallion into the podium.

With the medallion placed, the ritual book rises from its casing. Grab it to complete your objective and obtain a new collectible.

GOODIE BOX
Collectible Loot #42
Client Loot (5/8)
"Ritual Book"

Objective 12: Escape the Ancient Ruins

You've got what you came for, so let's get the hell out of here. Look up to spot two hanging ropes. Climb onto the ritual book's enclosure and grab one of the ropes, then climb up to the upper balcony.

Jump from the rope to land on the balcony, then leave the tower through the west window. Cross over to the northwest tower.

Leap out and grab the northwest tower's rope, then climb down a bit. Don't drop from the rope, but leap to the tower's middle balcony and collect an ancient ingot from the rubble.

Thieving Challenge: "Lift all loot items" (57/57)

Guards in the Library

Return to the rope and drop to the tower's ground floor. Leap through the west window to return to the passage that leads back to the library.

After making the jump, peer through the peephole in the wall. Guards have discovered the brothel's secret passage and are now searching the library. You'll need to proceed with caution.

Move to the passage's south end, but don't use the trigger book to return to the library. Instead, scale the south wall to reach a crawl space that leads you to the library's upper rafter beams.

Area 8: Scriptorium (Revisited)

From the height of the rafters, you can score an aerial takedown on the guard who walks with the torch. (This guard also has three coin purses to steal.) The other guard has moved into the north circular room and won't hear the noise. If you're trying to avoid harming anyone, simply sneak across the rafters to reach the circular room's upper balcony.

Thieving Challenge: "5 aerial takedowns" (4/5)

If you decide to take down the torch guard (or at least to drop and pick his pockets), you can still reach the circular room's upper balcony by climbing up the room's east wall. Climb onto the nearby bookshelf, then climb through the room's high east window.

Once you're on the circular room's balcony, you can execute another aerial takedown on the room's guard, or send the overhead chandelier crashing down on him for some Opportunist points. (The latter option causes you to become detected.) This guard has two purses to steal; drop and pick his pockets, then climb back up to the balcony to perform the aerial takedown if you like. If you'd rather not harm the guard, simply proceed through the balcony's north window to return to the Forgotten Ruins. If you move through the balcony's west window instead, you can return to the library's rafters and get the drop on the guard in the library again (assuming you wanted to pick his pockets first before knocking him out).

Thieving Challenge: "5 aerial takedowns" (5/5)

Area 7: Forgotten Ruins (Revisited)

Beware: Another guard patrols the stairwell that leads up the Forgotten Ruins' main tower. Move to the side tower with the two hanging ropes and wait for the guard to walk past the north window. After he does, sneak behind him, steal his coin purse, and then optionally knock him out.

You can also simply avoid the stairwell guard by sneaking upstairs after he passes by the side tower's window. An even stealthier method involves firing a rope arrow at the high anchor beam inside the side tower. Climb up the rope, then leap to the other ropes to ascend to the tower's apex without bothering with the stairs.

Whether you scale the stairs or the ropes, you'll have to slip past a stationary guard near the top of the stairwell. Use a water arrow to douse the torch on the wall so you may swoop up the stairs, or simply knock him out from behind if you prefer. (The guard won't move to relight the torch.) You can also create a distraction with a blunt arrow or throwable, then scale the north wall to take a side trail and avoid the stairs altogether.

When you reach the top of the stairs, proceed down the east hall, returning to the Forgotten Ruins' top chamber. Another guard stands watch here, and he has another two purses to steal. But beware: The guard turns to face you as you enter the room, so don't approach him right away.

Instead, sneak around the room, using the north shadows to slip behind the guard. (He doesn't move again after he turns to face west.) Pick his pockets, then climb onto the nearby crates. From the height of the taller crate, you can run, jump, and grab the lowest hanging rope without alerting the guard. (But you might want to save your game first before making the attempt.)

Once you're up on the balcony, you can knock out the guard with an aerial takedown to earn some bonus Predator points or to complete your Thieving Challenge if you're one aerial takedown short. Otherwise, simply proceed through the west window to reach a crumbling staircase.

GOODIE BOX
Document #68
Chapter Recaps (3/8)
"Chapter 3"

Leap from the stairs' shattered end to grab the handholds on the nearby wall. Shimmy directly across the handholds, being careful not to drop or fall. Just keep working your way around to the right, then climb through the high crawl space to escape from the ruins. Garrett handles the rest from there.

Crippled Burrick

Walkthrough

The City, Part III

I stole the old book from the House of Blossoms for a man named Orion—the so-called voice of the people. He thinks he can save this city. From some of the things I've seen, I'm not sure it's worth saving. Regardless, the people regard Orion favorably, Basso included, and his followers, the Graven, are growing. Still, between the Baron, the gloom, and starvation, there's not much choice.

Objective 1: Explore the Clock Tower

Area 1: Clock Tower

With Chapter 3: Dirty Secrets completed, you once again find yourself in Garrett's private hideout, the Clock Tower. Take stock of your inventory, using the storage chest if you like before heading upstairs.

Garrett's ready for Jenivere this time, but the raven doesn't fly into the clock tower like normal. Instead, the master thief finds the poor bird dead on the floor. Something's gone wrong; you'd best hurry over to the Crippled Burrick.

Objective 2: Go to the Crippled Burrick

Area 2: Clock Tower Plaza

Just outside the Clock Tower, you're treated to the gruesome sight of a man being hung by the Baron's Watch. Apparently the man had been associating with something called the "Graven movement." Terrified, the gathered masses begin to shout that no one is safe from the Baron's wrath.

Area 3: The Crippled Burrick

Arriving at the Crippled Burrick, Garrett finds Orion rifling through Basso's office. It seems that the unfortunate fence has been hauled off to the Keep—the Baron's mighty stronghold. In addition, Orion confirms that he is, in fact, the leader of the Graven: a clandestine group of civilians that stands in staunch opposition to the Baron. Orion warns that Garrett can't simply break into the Keep. He advises that the master thief speak with a Graven named Jacob, who has been studying the Keep for some time and should be able to impart useful information.

Objective 3: Go to Greystone Plaza

Leave Basso's office and visit the nearby shady merchant. The peddler now offers two new trinkets: the warm vest and the doctor's orders. Trade with the merchant, ensuring that you have at least one rope arrow and one broadhead arrow for the coming mission. Consider paying a visit to the Queen of Beggars to obtain more Focus points as well.

Area 4: Ector's Emporium

You obviously can't accept any new side jobs from Basso at this point, but client jobs are another matter. Swing by Ector's Emporium, and the busy inventor will offer you a new client job entitled "Silence is Golden." Go ahead and accept this job, then follow your new objective into Baron's Way South.

Note

Vittori has no new jobs to offer you at this time, so don't bother visiting him at Siren's Rest.

Area 5: Baron's Way South (Stonemarket)

Documents

Map Icon	Item(s)
	Bill of Consignment

When you arrive at Baron's Way South, look up and notice a deceased thief hanging from a rope at the street's south end. Knock down the unfortunate thief with a blunt arrow, then carefully avoid the guards as you move to search his body.

The thief had been carrying a document. Collect it from the ground near his body to obtain the a clue that points you to a pawnshop in South Quarter. Follow your objective marker into the South Quarter district, heading for the pawnshop.

GOODIE BOX
Document #69
Ector **Client Jobs** (8/21)
"Bill of Consignment"

Area 6: Baron's Way South (South Quarter)

Go southward through South Quarter, passing through the Canal area on your way to Baron's Way South. Once you arrive there, climb the rope that you lowered during your previous explorations of this district to reach a high ledge and a window that can be pried open.

Pry open the window, then pass through the apartment beyond to reach another window that can be pried open. Do so to exit back out onto another high ledge above Baron's Way South.

Now simply cross the narrow beams that span the street, following your objective marker to a small storeroom. Go through the storeroom's door to begin Ector's "Silence is Golden" client job.

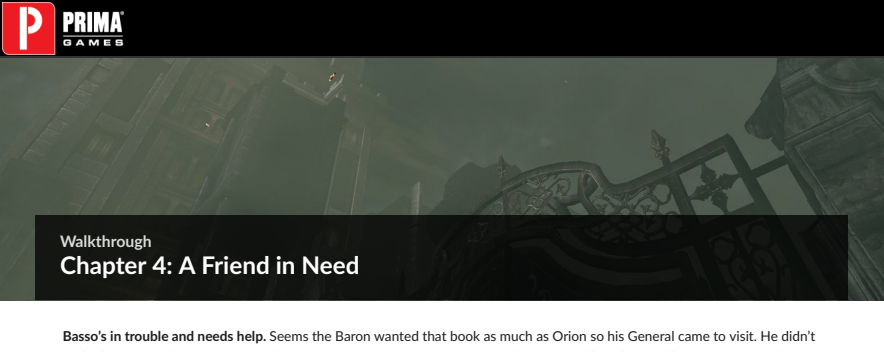
Area 2: Clock Tower Plaza (Revisited)

After you've completed Ector's "Silence is Golden" client job, return to Clock Tower Plaza and avoid the guards as you move north down the street. Follow the street to its north end and enter the tunnel to reach the Gullet. Scale the Gullet's north ladder and then maneuver past a cluster of crates to reach Baron's Way North.

Area 7: Baron's Way North (Stonemarket)

As you enter Baron's Way North, you catch sight of a crowd that's gathered in the street. The people are preaching the Graven's agenda, and the Baron's Watch seem to have their hands full in preventing a full-scale riot. Sometimes it's nice being an uninvested third party. Still, don't let the guards catch sight of you, or you'll draw their ire.

Instead, sneak west down the street unseen. Keep going until you reach the northwest gate, and go through to begin your rescue mission.



Walkthrough

Chapter 4: A Friend in Need

Basso's in trouble and needs help. Seems the Baron wanted that book as much as Orion so his General came to visit. He didn't find it but dragged Basso off with a beating and worse to come. Orion says the book will help him and his Graven save The City but right now infiltrating the Keep and getting Basso out is priority.

Chapter Stats
Collectible Loot Items: 6
Common Loot Items: 39
Pockets to Pick: 13
Locks to Pick: 6
Threats (Guards): 14

Thieving Challenges

Challenge		Playstyle	Reward
	Remain undetected	Ghost	350 G
	Pick 8 pockets	Opportunist	275 G
	10 kills or knockouts	Predator	250 G
	Lift all loot items	Hybrid	280 G

Top Tips

Keep the following tips in mind to gain an advantage in this story chapter:

- You need a rope arrow, the razor tool, and the wrench tool if you wish to obtain all of this chapter's loot items.
- Blunt arrows, water arrows, and the wire cutter tool all come in handy at various points.
- If you're after Thieving Challenges, the "Dexterity" Focus ability makes pickpocketing targets with multiple valuables much easier.
- Follow this walkthrough faithfully and you'll complete all of the Thieving Challenges in one go.

Objective 1: Find Jacob in Greystone Plaza

Area 1: Rooftops

Common Loot

Map Icon	Item(s)
	Teacup
	Ashtray
	Pocket watch

Collectible Loot

Map Icon	Item(s)
	Lapis Lazuli Circle

You begin on the City's rooftops, not far from the plaza where Orion has told you that Jacob is being held. Sprint north without fear of being detected; there are no guards up here.

As you near the plaza, you catch sight of Jacob. Sadly, the man has been crucified to the plaza's central fountain, and there's panic in the streets. Looks like you'll need to go with Plan B.

Objective 2: Go to the Architect's Grand House

With Jacob dead, you'll need to find another source of information to help you infiltrate the Baron's Keep. Who better to ask than Master Eastwick, the Keep's architect? His house isn't far. Continue north along the rooftops, then drop to a lower ledge to the west.

Follow the ledge north and then west. Vault a north railing to reach the porch of the north building and collect a teacup. Vault the east railing and pocket the ashtray on the large plant pot.

Thieving Challenge: "Lift all loot items" (2/39)

Return to the narrow ledge and continue moving west. Leap from the wooden ramp at the ledge's end to reach the neighboring building.

Drop to a porch and vault the north railing. After you do so, Garrett witnesses a distant explosion at the top of the Baron's mighty keep. You'd better hurry.

Slide down the sloped roof that follows to reach a climbable wall leading to an open window. Don't climb through, but collect the poppy that grows in the nearby nook. Then look up to spy an overhead anchor beam to the west.

Area 2: Passage

If you have a rope arrow, stick it into the anchor beam near the window, then climb down to the alley below. The fall is fatal if you don't use a rope arrow.

Claim a valuable pocket watch from the alley's bench, then check under the neighboring bench to discover a collectible ring. Open the locked box atop the nearby barrel to claim a broadhead arrow and a water arrow, then climb back up your rope and enter the north building's open window. There's no going back once you climb through.

Thieving Challenge: "Lift all loot items" (3/39)

GOODIE BOX
Collectible Loot #46
Serendi Stone Circles (4/7)
"Lapis Lazuli Circle"

After you climb through the window, maneuver past some crates, lifting a fallen beam out of your way as you go. Once you're past these crates, you'll be overlooking the garden of Eastwick's grand house.

Objective 3: Find a Way Inside the House

Area 3: Garden

Note

There's no loot to find in the garden.

Remain on the rooftop as you overlook Eastwick's garden. The place is under heavy guard, with four watchmen patrolling the garden and a crossbow guard stationed on the far balcony. Listen to the captain's speech, for he hints that Eastwick's house is filled with traps and hidden passages. He goes on to say that Eastwick has shut himself up in his study. This is all valuable information.

Watch the guards carefully to study their patrol routes. The captain and his bodyguard remain in the middle of the garden, while a torch-carrying guard and a crossbow guard walk a long patrol around the entire garden. It's possible to perform an aerial takedown on the patrolling guards from the height of your entry position, but you'll only knock out one of them and will have to deal with the other (along with any other guards who are drawn to the disturbance). Still, if you prefer the aggressive approach, this is a viable way to kick things off.

Beware of Dogs

Though you can't see them from your entry perch, there are two caged dogs in the garden. One's near the west wall, to the west of the greenhouse, and the other is in the northeast corner, just north of the east shed.

Sneaking Through the Garden

If stealth is your angle, don't perform the aerial takedown. Instead, wait until the patrolling guards pass you, heading east toward the shed. Silently drop to the ground as they begin walking north near the shed. Don't worry, the guard near the central fountain won't see you.

Keep to the shadows as you sneak east toward the shed's door. The door is unlocked; open it and enter the shed without delay.

Close the shed door behind you immediately, for the patrolling guards will soon be walking past. Ignore the shed's lever for now; pulling it causes the central fountain to flow, creating a distraction that's currently unwarranted. Save this valuable distraction for later.

Instead of pulling the lever, simply scale the shed's east wall to exit through its high open window. Don't worry, it will be quite some time before the patrolling guards return.

Sneak north just a bit, passing a bush. Don't advance too far, or the caged dog beyond the next bush will notice you. Instead, look up at the high northeast ladder, and use Focus to identify the crank on its side. Strike the crank with a blunt arrow to lower the ladder.

Sneak over to the ladder and climb up to reach the northeast scaffolding.

Crawl Space Entry

You have several options at this point. Climb to the top of the scaffolding, and you'll reach a crawl space that leads to a bedroom on the second floor of Eastwick's house. This is the fastest and easiest way of gaining entry and provides a significant shortcut through the stage. However, there's no returning to the crawl space if you drop into the bedroom.

Balcony Entry

If you're after loot and Thieving Challenges, there's lots more fun to be had around the garden. Ignore the northeast crawl space and sneak west along a ledge and pipe, moving toward the crossbow guard on the balcony. Take care as you approach, for the soft light cast by the house's windows can give you away.

Peek around the edge of the building and study the balcony guard. When he moves west (away from you), swoop toward him.

Vault the balcony's railing and swoop behind the crossbow guard. Steal his coin purse and then knock him out. The guards below won't see or hear the struggle.

Thieving Challenge: "Pick 8 pockets" (1/8)

Thieving Challenge: "10 kills or knockouts" (1/10)

You're now able to enter the house through the balcony's door. This brings you to the house's second floor, close to the attic stairs, and is a fine method of entry. We're still not done with the garden, though, so ignore the door and vault the balcony's west railing instead.

The Greenhouse's Secret

Vaulting the balcony's west railing lands you on a high pipe. Leap from the wooden ramp to reach the roof of the nearby greenhouse. If you fall, lodge a rope arrow into the nearby anchor beam, then climb back up to the pipe and try again.

The greenhouse's skylight is open. Drop through to enter the greenhouse.

Collect the poppy and food you find inside the greenhouse, and optionally pick its locked door, just for the fun of it. However, don't open the door, for you risk being detected by the garden guards.

Enter the greenhouse's cabinet to save your progress, then turn the greenhouse's valve wheel to shut off the nearby pipe's gas leak.

Inspect the wall where the gas had been spraying. One of its bricks is loose. Press it to activate a revolving door that moves you to the greenhouse's secret back room. You're not inside the house yet, but Master Eastwick is already living up to his reputation.

The back room features a hatch that leads down to a secret underground passage. Drop down to begin your infiltration of Eastwick's house. Don't worry, you'll return for those garden guards before long.

Area 4: Underground Passage

Common Loot

Map Icon	Item(s)
	Gilded bottle

Beware: The secret passage accessed via the greenhouse is filled with deadly traps. If you have the wire cutter tool, disable these traps by hacking the control panel near the entry ladder. If you don't have the wire cutter, use Focus to identify and avoid the pressure plates as you navigate the passage.

You soon come to an intersection. Peer through the west passage's peephole to spy on a cook who's checking the stock in the larder. When the cook moves out of sight, backtrack a bit and enter the north passage. Peer through another peephole and watch as the cook leaves the larder via the west stairs.

When you're certain the cook has left the larder, return to the west passage. Press a small button on the passage's north wall to trigger a revolving door that deposits you into the larder.

Thieving Challenge: "Lift all loot items" (4/39)

Objective 4: Get up to the Architect's Study

Larder

Avoid the broken glass on the larder's floor as you move to snuff out the candles in the room's northeast corner.

Loot the larder under cover of darkness, collecting some food and a valuable gilded bottle. Keep away from the west stairs and wait for the cook to return. Knock him out when he does, then sneak upstairs and begin searching the house's first floor.

Thieving Challenge: "10 kills or knockouts" (2/10)

Elevator Access

If you have the wire cutter tool, use it to hack the control box on the larder's central support column. This opens a secret door back in the previous passage, which leads to an elevator. Use the larder's revolving wall to return to the passage, then use the west elevator to travel up to Eastwick's study. This is a major shortcut through the chapter, but you'll miss lots of loot if you go this route.

Area 5: First Floor

Common Loot

Map Icon	Item(s)
Kitchen	
	Gilded bottle
	Spoon
	Spoon
	Teapot
	Teacup
	Teacup
Foyer	
	Candlestick
	Hairbrush
	Perfume bottle
Office	
	Ink bottle

Collectible Loot

Map Icon	Item(s)
	Morendrum Medal

Documents

Map Icon	Item(s)
	Madeline's Letter

Kitchen

The larder's stairs lead up to the kitchen. Careful, there's a guard up here. Sneak up behind him while he's hunched over the dining table and knock him out. Do this quickly or he'll move away and begin patrolling the first floor.

Thieving Challenge: "10 kills or knockouts" (3/10)

Raid the dining room, collecting the gilded bottle near the stairs, the two spoons on the table, and the two cups and teapot in the cupboards. (There are also three food items to find around the kitchen.) Use one of the kitchen's save cabinets to save your progress.

Thieving Challenge: "Lift all loot items" (10/39)

If you missed your chance to knock out the guard in the dining room, crouch near the north doorway and watch the foyer beyond. Wait for the guard to walk past, then sneak behind him, entering the foyer.

Foyer

If you've followed the guard into the foyer, sneak behind him and knock him out at your convenience; there are no other guards around to witness the act. Just make sure you're not too close the caged bird, or you may rile the animal.

Heads-up

If you're feeling particularly lethal, fire a blunt arrow at the overhead chandelier's hinge to give the guard a real headache. This provides you with bonus Opportunist points, but the caged bird will detect you.

With the guard down for the count, you're free to plunder the foyer. Swipe the candlestick near the caged bird and loot the north chest for a hairbrush and perfume bottle. When you've finished, enter a cabinet to save and then proceed through the east door.

Thieving Challenge: "Lift all loot items" (13/39)

Office

You've discovered Eastwick's office, but you've yet to locate his study. No matter. Sneak to avoid startling the caged bird on the mantel as you move to swipe the ink bottle and letter off the far desk. The letter indicates some sort of hidden passage in the library—valuable information indeed.

GOODIE BOX
Document #73
Chapter 4 (1/6)
"Madeleine's Letter"

Thieving Challenge: "Lift all loot items" (14/39)

Next, inspect the table near the desk with Focus vision to discover a secret button that's just like the one that led you into the larder. Press the button to reveal a secret safe built into the north wall.

Pick the safe's simple lock to discover a collectible treasure and a rare blast arrow. Pocket these prizes before leaving the office.

GOODIE BOX
Collectible Loot #47
Unique Loot (5/9)
"Morendrum Medal"

The Captain's Coin

If you'd like to pick another pocket and score some more knockouts, you can now easily get the drop on the guards back in the garden. Go to the foyer's south end and snuff out the candle in the southwest corner.

Proceed through the south door to reach the foyer's entry room. Open the front door, and you'll be positioned right behind the captain in the garden. The guard near the fountain isn't likely to see you sneak up to the captain, but the patrolling guards may detect you if you're not careful. Wait for the patrolling guards to move north past the east shed, then save your game. Make your move toward the captain when the patrolling guards move east, looping around the shed's north side.

Quickly pickpocket the captain to claim a tidy sum of gold. If you're after knockouts, take down the captain while the guard near the fountain isn't looking. Hold the Melee Attack/Takedown button so that you immediately grab the captain's body, then drag him back inside the house to ensure he isn't found. Picking the captain's pocket and knocking him out all at once isn't easy, but it's doable if you time it right. If need by, perform each action on two separate attempts, saving your game between them.

Thieving Challenge: "Pick 8 pockets" (2/8)

Thieving Challenge: "10 kills or knockouts" (4/10)

The guard near the fountain is now easy pickings. He's broke, but just begging for a knockout. Again, wait for the patrolling guards to move out of sight, then swoop up and knock out the guard. There's no rush to hide his body—the remaining guards won't find it during their patrol—but when the chance permits, pick up the fountain guard and move him into the house.

Thieving Challenge: "10 kills or knockouts" (5/10)

Fountain Fun

The garden's two remaining guards are also broke, but you're free to wipe them out now as well. Using the central fountain as a diversionary tactic is the ideal approach if you wish to remain undetected. Stash the fountain guard's body in the house along with the captain's, then sneak into the east shed. Don't close the door behind you this time.

Save your game inside the shed, then wait until the guards walk past. When the guards pass by either the shed's door or window, pull the shed's lever to start up the central fountain, creating a diversion that splits up the guards. It's important that you wait to pull the lever until the guards are near the shed.

Immediately exit the shed after you pull the lever. The crossbow guard takes up position close to the shed, while the torch guard moves over to the far greenhouse. Quickly knock out the crossbow guard, holding the Melee Attack/Takedown button to grab his body. Immediately carry the guard's body into the shed, stashing it there to ensure the torch guard doesn't find it. If you're quick, the torch guard won't see any of this.

Thieving Challenge: "10 kills or knockouts" (6/10)

Now you can simply knock out the remaining torch guard at your convenience. If you like, simply wait in the shed until he resumes his patrol, then knock him out after he moves past the shed's door. If you're feeling extra predatory, you can pick him off with a headshot, or scale the northeast ladder to return to the scaffolding and set up an aerial takedown. If you have a fire arrow, you can also ignite the spill to the shed's north, but this will cause the nearby dog to detect you.

Thieving Challenge: "10 kills or knockouts" (7/10)

Garden Growth

With all of the guards killed or unconscious, the garden is now yours to explore. If you've been following this walkthrough faithfully, then the only thing left to collect is the poppy that grows on the west side of the manor's front door. Grab it and head back into the house.

Return to the first floor's foyer and enter a cabinet to save your progress. Sneak upstairs, being careful not to stir the caged bird.

Area 6: Second Floor

Common Loot

Map Icon	Item(s)
Bathroom	
	Hairbrush
	Perfume bottle
Bedroom	
	Candlestick
	Necklace
	Jeweled Egg
Hallway	
	Ink bottle
Library	
	Baron's bust
	Candlestick
	Teapot

Collectible Loot

Map Icon	Item(s)
	The Abundance of Emptiness

Hallway

The second floor features an east wing and a west wing. A U-shaped hallway that overlooks the foyer connects them. Eastwick's study is located off the west wing, so let's explore the east wing first.

First things first: enter the east hall and snuff out the candles. Once this is done, enter the southeast door to visit a bathroom.

Bathroom

Collect the hairbrush and perfume bottle on the bathroom table, then save your game and open the north door to enter a bedroom.

Thieving Challenge: "Lift all loot items" (16/39)

Bedroom

Had you used the crawl space entrance above the garden's northeast scaffolding, your infiltration of Eastwick's house would have begun in this bedroom. Beware: Eastwick's wife and her maid occupy the bedroom, but neither will notice you enter.

Study Eastwick's wife and notice how she regularly turns in place. Sneak up behind her and steal both of her earrings undetected to boost your pickpocket count by two. Don't knock her out or the maid will see you.

Thieving Challenge: "Pick 8 pockets" (4/8)

Continue to lurk behind Eastwick's wife. When she turns to face the maid, quickly swipe the candlestick from the nearby mantel.

Thieving Challenge: "Lift all loot items" (17/39)

Sneak away from the women and move to the west wall safe, which features a difficult lock. Make certain you've found each pin's sweet spot before locking them in place, for making any mistakes creates a loud sound that may startle the nearby caged bird.

The safe features a precious necklace and a valuable jeweled egg. Swipe them both and close the safe to ensure that Eastwick's wife doesn't notice that it's been opened. Sneak back into the bathroom, closing the bedroom door behind you. (There's no need to risk going after the food item that sits on the table near the maid—raiding the kitchen and larder has already provided you with plenty of food.)

Thieving Challenge: "Lift all loot items" (19/39)

With the east wing explored, return to the hallway. Snuff out the candles on the southwest table and collect the ink bottle, then enter the south room.

Thieving Challenge: "Lift all loot items" (20/39)

Study Stairs

Had you entered the manor via the balcony door, your infiltration would have begun here. Snuff out the candles before sneaking upstairs toward the study. Careful, there's a guard up there.

The guard is trying to enter the study and arrest Eastwick. He knocks and repeatedly puts his ear to the door. When the guard's ear is pressed against the door, sneak behind him and knock him out.

Thieving Challenge: "10 kills or knockouts" (8/10)

With the guard out of action, inspect the painting on the wall near the candles. If you have the razor tool, you can cut out the painting and obtain a new collectible.

GOODIE BOX
Collectible Loot #48
The Court of Montonessi (8/12)
"The Abundance of Emptiness"

There's no getting into the study from here, so go back down to the second-floor hallway. The time has come to explore the west wing. Enter the nearby cabinet in the west hall and open the nearby door to visit the library.

Library

Beware: A guard and maid occupy this small room. When the guard is to the south and the maid isn't looking, sneak west and climb onto the room's northwest table, which features a caged bird.

From the height of the table, you can climb onto the nearby bookshelf. You have every advantage once you're up here. You can either sneak across the room unseen, or try to advance your Thieving Challenges (and loot the room in the process).

If you're after loot and Thieving Challenges, remain on the first bookshelf. Set your water arrows and broadhead arrows to your Quick Swap buttons, and ready a water arrow. When the guard is inspecting the south bookshelf, use a water arrow to douse the fire in the hearth. This will raise the guard's suspicion.

The guard is quick to inspect and relight the fire, so you've got to be even quicker. Immediately select your broadhead arrows and use one to score a headshot on the maid while the guard is inspecting the fireplace. If you do this too quickly (or if you try to knock out the maid with a stealth takedown), the guard will notice the maid's demise.

Thieving Challenge: "10 kills or knockouts" (9/10)

With the maid silenced, drop from the bookshelf and pick the guard's pockets as he relights the fire. Steal both of his purses and then knock him out.

Thieving Challenge: "Pick 8 pockets" (6/8)

Thieving Challenge: "10 kills or knockouts" (10/10)

Now that the room is free of threats, it's safe to plunder the place. Steal the Baron's bust and candlestick near the fireplace and the teapot near the maid. When you've finished filling your pockets, inspect the south bookshelf.

Thieving Challenge: "Lift all loot items" (23/39)

The south bookshelf features a hidden switch. Feel for it and pull the trigger book to activate a secret revolving door.

Secret Lift

The library's revolving bookshelf deposits you in a secret passage. There's an elevator at the passage's end. Going down only brings you back to the underground passage that you accessed via the greenhouse's secret hatch; ride upward instead to at last reach Eastwick's study.

Area 7: The Study

Common Loot

Map Icon	Item(s)
	Telescope
	Pen

Documents

Map Icon	Item(s)
	Miniature Keep
	Keep Plans
	Great Safe Combination

The elevator delivers you to a short corridor, which in turn leads to a switch. Press the switch to trigger another revolving door that delivers you to Eastwick's private study.

A gruesome sight greets you in Eastwick's study: The master architect has hung himself from a noose tied to the rafters. It's a shame, but you're not here for Eastwick—only for his blueprints to the Baron's Keep.

Objective 5: Search the Study for the Keep Plans

The study's door is blocked, but that's not stopping the Baron's Watch from pounding away. You'd better find those blueprints fast. Check the east shelf to find a diary that provides you with a new document.

GOODIE BOX
Document #74
Chapter 4 (2/6)
"Miniature Keep"

Climb the ladder to reach the study's balcony. A suspicious painting hangs on the wall. Feel around the edge of the frame for two trigger switches, and press them both.

With both switches triggered, a massive diorama rises up from the study's floor. You'll have to solve this little puzzle in order to obtain the plans, but don't drop down just yet.

Instead, collect the telescope from the nearby bookshelf, then move to the balcony's far end. Use your blackjack to whack the mechanism you find there to cut Eastwick free.

Thieving Challenge: "Lift all loot items" (24/39)

The late architect drops to the floor, a valuable pen falling out of his pocket. The noise only further infuriates the guards. Drop to the ground floor and swipe the pen, then inspect the diorama.

Thieving Challenge: "Lift all loot items" (25/39)

The diorama features a towering model of the Baron's Keep. The Keep model can be rotated in five places. Rotating a lower piece also spins all of the pieces above.

Spin the model's five pieces until you solve the puzzle. If you need a hint, just look out the window at the Keep in the distance. The solution is also pictured here.

Objective 6: Steal the Plans and Escape

Solving the diorama puzzle causes the west bookshelf to spin, revealing the plans to the Baron's Keep. Hurry over and steal them before it's too late.

GOODIE BOX
Document #75
Chapter 4 (3/6)
"Keep Plans"

GOODIE BOX
Document #76
Chapter 4 (4/6)
"Great Safe Combination"

Framed!

The Baron's Watch smashes into the study just as Garrett collects the Keep's plans. The men waste no time judging the thief responsible for Eastwick's death, and Garrett wastes even less time fleeing the scene.

Area 8: Rooftops

Note

There are no items to collect on the rooftops.

What follows is a frantic dash along the city's rooftops. Dogs are at your heels, and arrows are flying all around you. Ignore all distractions and just keep running forward until you escape.

Objective 7: Get to the Keep

Area 9: Carlysle Court

Note

There are no items to find in Carlysle Court.

The chase is over once Garrett finds his way down to the street. Take a moment to trade with the nearby merchant, and you'll find that he offers two new resources: blast arrows and sawtooth arrows.

After trading with the merchant, climb onto the northeast crates to reach a rope. Climb up to reach a high ledge, then drop through an opening in the roof to land in a musty attic.

Area 10: Attic

Note

There are no loot items to find in the attic.

The attic's crawl space is the way forward, but don't sneak through it just yet. Instead, climb onto the crates to your right.

Open the small box you find atop the crates to claim a broadhead arrow and a water arrow. Now drop down and enter the crawl space to advance.

Navigate the crawl space until you reach a slope. Slide down to reach the next area.

Objective 8: Get Inside the Keep

Area 11: Waterfront

Common Loot

Map Icon	Item(s)
	Coin purse
	Coin purse
	Coin purse
	Coin purse

Sliding out of the crawl space, you find yourself at the foot of the Keep. You've arrived just in time to watch as falling debris causes massive damage to the surrounding grounds.

The whole place is in ruins, and no guards have survived the carnage. Search the burning grounds to discover four coin purses. Three of them are near fallen guards; the fourth is near the west gate. Be careful not to touch any fire while searching or you'll be burned.

Thieving Challenge: "Lift all loot items" (29/39)

When you've finished searching the grounds, proceed through the northeast gate to reach some stairs leading down into the Keep's volatile underbelly.

Pipes burst as you descend the stairs, but don't be alarmed; they won't harm you. Collect the poppy when you reach the bottom, which has miraculously managed to survive the destruction.

Pass through a door to enter the base of the Keep. There's nothing of interest in the small room beyond, so simply drop to the lower area.

Area 12: Pipeline

Common Loot

Map Icon	Item(s)
	Gear

Drop to a metal walkway, which buckles under Garrett's weight. The next walkway collapses as you cross it, sending you tumbling down onto a giant pipe. If you're move slowly across the second walkway, sticking close to the wall on the right, you can avoid falling onto the lower pipe—and claim a gear from the walkway's far end.

Thieving Challenge: "Lift all loot items" (30/39)

If you fall from the walkway, crouch and sneak along the pipe, ducking past an overhead pipe as you go. Climb the far ladder to reach a metal walkway above. This is where you end up if you don't fall from the previous walkway.

Move onto the next giant pipe, but beware: It features several leaks from which jets of fire regularly flare out. Swoop past the flames jets when it's safe to do so.

The pipe breaks from the wall and begins to collapse as you reach its north end. It won't hold for long, so run and leap into the remaining portion of the pipe that's built into the north wall.

Maneuver through the pipe until you reach a small room with a giant piston. Swoop past the piston while it retracts, and enter the far hole before the piston fires again and crushes you.

Area 13: Engine Level

Common Loot

Map Icon	Item(s)
	Watch seal
	Watch seal
	Magnifying glass
	Flask
	Gear
	Magnifying glass
	Flask

Collectible Loot

Map Icon	Item(s)
	Soldier's Memory
	The Keep

You've escaped the Keep's underbelly and have infiltrated the Engine Level. Ignore the terrified workers, whom you can see through the metal grate above you, and move through the nearby crawl space.

Climb out of the crawl space, then watch as more pipes burst. The unfortunate workers are slaughtered by the resulting blasts.

Objective 9: Find and Rescue Basso

Now that you're inside the Keep, you just need to locate Basso's holding cell. Speed is of the essence, for the Engine Level's choking gas will quickly begin to erode Garrett's health. Unfortunately, a fire spout presents an immediate obstacle.

Carefully move past the south flames to reach a valve wheel. Turn it to shut off the fire spout so you may proceed north.

If you have the wire cutter tool, turn left once you're past the fire spout and go up the west steps to find a control panel. Hack it with the wire cutter to open the nearby door.

Enter a small room with a chest. Quickly raid the chest to claim two watch seals and a magnifying glass.

Thieving Challenge: "Lift all loot items" (33/39)

The north door is locked, so backtrack out of the room. Go east and then north until another fire spout blocks your progress. Turn left and climb up to the higher level.

Snatch a flask off the nearby table and loot its left drawer for a gear. (The right drawer is empty.)

Thieving Challenge: "Lift all loot items" (35/39)

Run north and then west to reach another table. This one's left drawer is empty, but its right drawer contains a valuable magnifying glass. Swipe the food off the nearby shelf as well, consuming it if your health is low.

Thieving Challenge: "Lift all loot items" (36/39)

That's everything; hurry and turn the nearby valve wheel to raise the nearby door a bit, then crawl past the door to reach a shattered stairwell. You're safe from the gas once you're through the door.

Drop from the broken stairs to reach the walkway below. Pick a simple door lock to escape the stairwell and enter a large boiler room.

Inside the boiler room, grab some food dropped by a fallen guard. You can probably use this by now. Check near the hand of the next fallen guard to score a precious ring.

GOODIE BOX
Collectible Loot #49
Memories of the Dead (3/6)
"Soldier's Memory"

If you have the wrench tool, use it to remove the plaque from the east wall. Even if you don't have the wrench tool, be sure to nab the nearby flask.

GOODIE BOX
Collectible Loot #50
City Heritage Plaques (12/16)
"The Keep"

Thieving Challenge: "Lift all loot items" (37/39)

When you've finished looting the boiler room, press the south wall's switch to call an elevator. Step aboard and ride up to the Prison Level. (You can't descend any lower.)

Area 14: Prison Level

Common Loot

Map Icon	Item(s)	Found?
	Desk bell	

Documents

Map Icon	Item(s)	Found?
	Prisoner List	
	Graven Letter	

At last, you've escaped the madness of the exploding Engine Level. Basso can't be far now. Exit the elevator and inspect the book on the reception desk to obtain a new document that indicates which cell Basso is being held in. Search the desk's drawers as well to find a desk bell.

GOODIE BOX
Document #77
Chapter 4 (5/6)
"Prisoner List"

Thieving Challenge: "Lift all loot items" (38/39)

All of the prison guards were slaughtered in the Keep's destruction. This certainly makes your job easier. Snatch a letter near one of the first corpses you encounter.

GOODIE BOX
Document #78
Chapter 4 (6/6)
"Graven Letter"

There's nothing else of interest in the prison—except for Basso, of course. Pull the east wall's lever to open a massive shutter and free your old friend.

Objective 10: Find the Great Safe

Area 15: Safe Chamber

Common Loot

Map Icon	Item(s)
	Gear

Basso has been liberated, but Garrett isn't finished with the Keep yet. There's still the matter of the Great Safe, whose combination Garrett discovered along with Eastwick's blueprints. No thief could resist a score like this, and Garrett is a thief through and through. He returns to the elevator and rides it up as high as it will go.

The elevator ferries Garrett only so far—you'll have to climb the rest of the way. Clamber through the elevator's skylight, then leap over to the adjacent elevator.

From the top of the other elevator, climb through the opening in the north wall to reach an air duct. Make your way through to the air duct's exit.

The air duct leads to a spacious chamber in which the Great Safe is housed. Drop into the room and scale the north stairs to reach the north balcony.

Open the small box on the balcony's north railing to discover two sawtooth arrows and two flash bombs. Collect the nearby gear as well.

Thieving Challenge: "Lift all loot items" (39/39)

Backtrack down the stairs and move to the central control station. Pull the lever to lower the Great Safe.

Objective 11: Open the Great Safe

The Great Safe certainly lives up to its reputation. But before you can enter the safe's combination, you must first reset the locking mechanism. Do this by pressing the switches at either side of the Great Safe. Press one switch, then run over and press the other before time runs out.

After you press both switches, the locking mechanism opens. Now you just need to enter the correct combination. This is found in your documents—you obtained it when you stole Eastwick's blueprints for the Keep.

The safe combination is indeed correct in Eastwick's note—30, 11, 98—but the solution is not immediately obvious. This is because the Great Safe features two sets of three dials, none of which feature double digits. You must first enter the correct combination on the left set of dials before you can use the dials on the right.

Have you figured it out? If you're in need of a little help, the correct combination for the left dials is 3, 1, 9 (the "left" numbers in Eastwick's note). Naturally, this means the combination for the right set of dials is 0, 1, 8.

Before Garrett can enter the second combination, he's rudely interrupted by the villainous Thief-Taker General. Things just never seem to go as planned, do they?

Area 16: Safe Housing

Collectible Loot

Map Icon	Item(s)	Found?
	Shale Snake Bracelet	

The Thief-Taker General has left the area, but not without sending six of his best men to get you. Immediately turn around and scale the east wall before you're caught by the inbound guards from the west.

Sneak behind the northeast crate and study the lone guard who patrols the north stairs. When he turns to ascend the stairs, sneak behind him and steal one of his three coin purses, then retreat to the crate. Repeat this process until you've stolen all three of his purses. This is short work if you've upgraded the "Dexterity" Focus ability; if you haven't, you'll need to retreat to the crate a few times in order to avoid detection.

Thieving Challenge: "Pick 8 pockets" (8/8)

After you've picked the guard's pockets, return to the northeast crate. Follow the guard up the stairs again as if you were moving to steal another coin purse, but this time, knock him out when he pauses atop the stairs and faces north. (No one will see you here.) Go north after knocking out the guard and collect the precious bracelet that rests on the north crate. This is the final collectible loot item you'll find in this chapter.

GOODIE BOX
Collectible Loot #51
The Mortal Coils (4/6)
"Shale Snake Bracelet"

With the guard down, hit the switch on the nearby machine to darken the entire area. Now you'll have less trouble reaching your objective.

Backtrack to the northeast wall and drop down to return to the starting walkway. Hide behind the tall crate here and wait for a guard to approach from the west. Swoop behind this guard, pick his pocket if you like, and then knock him out before he reaches the west stairs.

Now scale the west wall to approach the west walkway's lone guard. This guy has no valuables, so simply knock him out or kill him with a headshot.

You're doing well. Move south down the west walkway, heading for the guard who patrols the south walkway. This one's broke as well, so simply swoop behind him and knock him out while he's moving east. (There's food on the southwest crate if you're interested.)

At this point, you're free to advance to the Great Safe. But if you like, you can go after the two remaining guards, who both carry coin purses. These last two watchmen patrol the east walkway, and they keep a tight formation that makes them difficult to approach. You can try to sneak behind them and pick their pockets, but the safest option is to remain at the bottom of the southeast stairs and kill one of the guards with a headshot when he pauses at the top of the stairs. Even if you miss, you'll raise their suspicions and cause them to split up, making them easier to approach and knock out. Retreat to avoid being detected by the other guard, and take him out when the chance permits.

Objective 12: Steal the Primal Stone

When you've finished toying with the guards, approach the Great Safe and input the combination 0, 1, 8 into the right set of dials. This opens the safe, allowing you to steal its contents.

Inside the Great Safe, you discover a very precious item: a fragment of the mysterious Primal Stone. Collect the fragment to advance the plot.

Misty Visions

Upon taking the Primal Stone fragment, Garrett is once again whisked away to an otherworldly realm. A poppy floats in the void; approach and collect it to make another poppy appear.

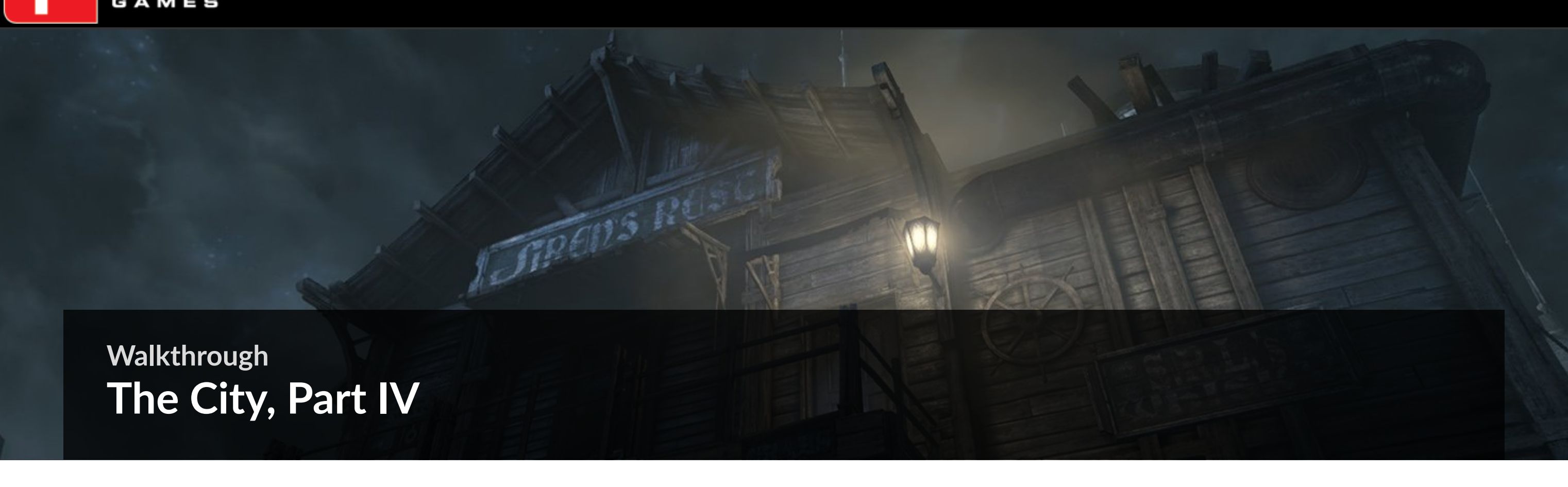
Keep collecting the poppies until you see a door in the distance. Approach and open the door to advance.

The room beyond the door has more substance, and Erin's voice calls out. Move forward to catch sight of Erin as she flees into the shadows. Pursue her while she talks to you. Just keep following her through the misty room, doing your best to track her down.

The scene eventually shifts, and you find yourself in a hall. Advance until you reach a windowed door, beyond which Erin is huddled. She advises you to visit Moira Asylum, then tells you to turn around and steal "the key."

Do as Erin asks, and you find a statue behind you. It's holding the Primal Stone fragment. Take the fragment to bring this chapter to a close.

GOODIE BOX
Document #79
Chapter Recaps (4/8)
"Chapter 4"



Walkthrough

The City, Part IV

Thanks to the General, that was a narrow escape from the Keep; my hand is evidence of that. Still, finding the Primal Stone piece in the great safe was a surprise. Not thought about that since the accident. Between ghosts and Graven it's getting hard to think straight. What did Erin say in the vision? Go to Moira Asylum. Away from the crazies on the street and off to the crazies on the island.

Objective 1: Meet Basso at the Siren's Rest in South Quarter

Area 1: Clock Tower

After taking several days to recover from his daring escape from the Keep, Garrett is finally ready to continue with his adventures in the City. His next task is clear: meet Basso at the Siren's Rest tavern. Leave the Clock Tower when you're ready to advance.

Area 2: Clock Tower Plaza

As you exit the Clock Tower, you catch sight of a mob of Graven in open revolt. One of them runs through a member of the Baron's Watch, murdering the watchman in cold blood. The Graven are growing increasingly brazen, and anyone might become the target of their wrath—including you. From this point forward, strive to avoid all persons in the City, both guards and Graven alike.

Note

Graven can be easily identified by the splashes of red paint across their faces and torsos. That, and the fact that they're armed.

The Siren's Rest is your next objective, and it lies at the far end of the South Quarter district. If you like, rather than traveling all the way through Blackfurrow, simply pry open the Watch Council's Office window and cut through the office to quickly reach Baron's Way South.

Area 3: Baron's Way South

Drop from the Watch Council's Office window and stroll south down the street without fear; the Graven have yet to invade this section of the City. The Baron's Watch are still on guard, however; keep to the east shadows as you near the south watchtower and vault a railing to avoid the guards on your way to the South Quarter gate.

South Quarter District

Common Loot

Map Icon	Item(s)
	Necklace
	Pile of coins
	Pile of coins
	Pile of coins
	Pile of coins

Documents

Map Icon	Item(s)
	Little Lucy's Last Letter
	White Sail Goods Census

Area 4: Glimmer Lane

Use Glimmer Lane as you've done before to avoid the guards who patrol Baron's Way North. Go south to reach the canal.

Area 5: Canal

Knock out the lone crossbow guard who watches over the canal, then vault the south railing to reach its lower walkways. Sneak east and climb through an open window to enter a bedroom, then pry open the south window to advance to the Skinmarket.

Area 6: Skinmarket

Wait a moment and take out the Skinmarket's patrolling guard with an aerial takedown, then drop to the alley and scale the south wall to reach the rooftops of Raker's Ditch.

Area 7: Raker's Ditch

Go south until you descend a sloped roof. Turn right and scale a wall to enter Eel's End.

Area 8: Eel's End

You're home free once you hit Eel's End. Simply move through the dark south alley to reach the Docks. The Siren's Rest tavern is just ahead.

Area 9: Siren's Rest

Garrett finds his old friend Basso at Siren's Rest, self-medicating with stiff drinks. The master thief wishes to sail to Moira Asylum, and Basso agrees to take him there by boat whenever Garrett is ready.

Objective 2: Get to the Boat

You're now able to set sail for Moira Asylum and begin the next story chapter. But before hurrying off to your next objective, consider undertaking Basso's latest selection of side jobs.

Basso's Side Jobs: Round 3

"Shark Bait": Plunder Eddy Levack's office in Eel's End.

"Fit for a Queen": Retrieve "Comfort's" necklace in Skinmarket.

"Casing the Cargo": Steal the Watch census in the Fish-Hawker's Market.

"Poor Protection": Plunder the Eelbiters' stash in Glimmer Lane.

Note

The "Poor Protection" side job will not be available if you already collected the pile of gold coins in the booby-trapped cabinet in the Eelbiters' Squat.

Note

Vittori has a new job for you as well. Go upstairs and speak with him to accept his "The Carnal Connoisseur" client job.

Shark Bait

Trade with the shady merchant if you like, then leave the tavern and head north into Eel's End. Climb the hanging rope near the little dock to the west to reach the upper beams and walkways.

Cross the beams and walkways to reach another hanging rope to the north. Climb it and then pry open a window to enter an area you couldn't visit before.

Area 10: Eddy Levack's Office

Common Loot

Map Icon	Item(s)
	Pocket portrait
	Gold coin
	Pile of coins
	Pile of coins
	Pile of coins
	Coin purse
	Pocket watch

Documents

Map Icon	Item(s)
	Levack's Debt Register

There are no enemies in this small office, but the office does feature a dangerous trap. Collect the pocket portrait from the south stairs, then crouch and sneak across the trap. The trap will go off, but you won't be harmed as long as you remain crouched.

Caution

Avoid the wall safe for now; attempting to open it would be fatal.

Garrett's Challenge: "Find all City loot" (268/398)

Collect the gold coin and pile of coins behind the counter, then smash the red vase inside the cabinet to discover a hidden button. Press it to open the nearby door.

Garrett's Challenge: "Find all City loot" (270/398)

Hack the control box in the back room to disable the office's trap. Swipe the pile of coins off the desk and inspect the book to gain a new document. Raid the desk's drawers to claim another pile of coins and a swollen coin purse.

GOODIE BOX
Document #80
South Quarter (10/14)
"Levack's Debt Register"

Garrett's Challenge: "Find all City loot" (273/398)

Return to the wall safe and pick its lock to claim the pocket watch within—Eddy Levack's last valuable. This completes Basso's "Shark Bait" side job. Exit the office with your plunder.

Garrett's Challenge: "Find all City loot" (274/398)

Fit for a Queen

Descend the rope outside the office and leap to the beams below. Leap north to quickly reach Skinmarket, then sprint east and open a door to enter a small apartment.

You've already raided this room. Approach the window to find the rope you stuck into the overhead anchor beam still hanging where you left it. Descend the rope and leap through the lower window to enter Little Lucy's apartment.

You've plundered this room before as well, but now its owner is here. Unfortunately, Little Lucy has met an untimely end. Collect the note she's left.

GOODIE BOX
Document #81
South Quarter (11/14)
"Little Lucy's Last Letter"

Climb back up your rope and backtrack through the upstairs apartment. Sprint west down Skinmarket and scale the north wall to reach the upper ledges. Pry open the window that's marked as your objective to visit another apartment that you've already explored.

Inside the room, you find a woman sobbing over the corpse of a dead Eelbiter. It's a sad scene, but you're only here for Comfort's necklace. Swipe it off the table to complete Basso's "Fit for a Queen" side job.

Garrett's Challenge: "Find all City loot" (275/398)

Casing the Cargo

Leave the apartment and go east across Skinmarket's upper ledges. Pry open the last window on the left to enter a town house in the canal area.

You've already plundered this town house. Exit through the downstairs door, then scale the north wall and go east into the Fish-Hawker's Market.

Beware: Graven now control the Fish-Hawker's Market. Be very careful to avoid detection as you climb the rope you lowered during your previous explorations of this area. Leap to the ledges above the west street, then cross the narrow beam to revisit the Watch Office.

You've cleaned out this office before as well, but now there's a suspicious painting on the wall. Search its frame to find a switch; press it to make the painting slide away, revealing a button.

Press the button to open a secret compartment in the office's floor. Swipe the census book to complete Basso's "Casing the Cargo" side job.

GOODIE BOX
Document #82
South Quarter (12/14)
"White Sail Goods Census"

Poor Protection

Exit the Watch Office and slide down your rope to return to the street. Climb the west wall to return to the canal, then go west and climb a rope to reach the canal's upper walkways. Vault the north railing and sprint north to Glimmer Lane.

Look for a mattress that lies on a porch, and climb the nearby wall to enter the Eelbiters Squat. You've already looted this place, but now you can finally collect the gold in the cabinet. Take all four piles of coins to clean out the Eelbiters again and complete Basso's "Poor Protection" side job.

Garrett's Challenge: "Find all City loot" (279/398)

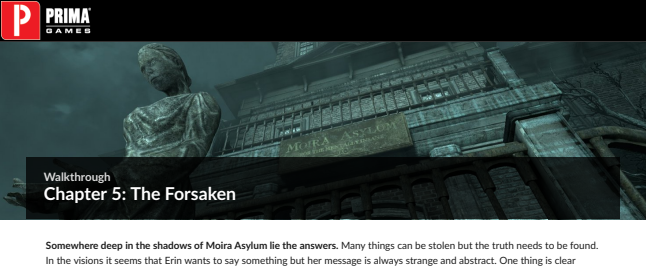
Note

You're now very close to the entrance to Vittori's "The Carnal Connoisseur" client job. Exit the Eelbiters Squat through the west window and maneuver around the outdoor ledges to reach the job's entry door.

Shoving Off

After you've completed all of your available side jobs, it's time to move on. Return to the South Quarter's Docks area and trade with the shady merchant in the Siren's Rest tavern before climbing into Basso's boat and setting sail for Moira Asylum. You can't go wrong with a quiver full of fire arrows heading into the next mission. (A rope arrow or two wouldn't hurt, either.)

PRIMA GAMES



Walkthrough

Chapter 5: The Forsaken

Somewhere deep in the shadows of Moira Asylum lie the answers. Many things can be stolen but the truth needs to be found. In the visions it seems that Erin wants to say something but her message is always strange and abstract. One thing is clear though. Erin and the asylum are connected somehow and the clues are there to be discovered.

Chapter Stats
Collectible Loot Items: 6
Common Loot Items: 106
Pockets to Pick: None
Locks to Pick: 14
Threats (Crazed Patients): 3
Threats (Freaks): 9

Thieving Challenges

Challenge	Playstyle	Reward
Remain undetected	Ghost	400 G
Take no damage	Opportunist	300 G
12 kills or knockouts	Predator	275 G
Lift all loot items	Hybrid	350 G

Top Tips

Keep the following tips in mind to gain an advantage in this story chapter:

- Fire arrows are invaluable during this mission. Bring plenty, leaving room for just three additional fire arrows in your quiver (you'll find them before you need them during this stage).
- Purchase the Bow Shot Strength upgrades from the shady merchant in the Siren's Rest tavern. Without improved bow damage, you can't slay Freaks with headshots and will struggle to complete the "12 kills or knockouts" Thieving Challenge. (Alternately, upgrade your quiver capacity and bring plenty of fire arrows into the stage.)
- The "Stealth" Focus ability and the "Leather Oil" shady merchant upgrade will help you sneak past the hoard of Freaks you encounter near the mission's end.
- Follow this walkthrough carefully and you'll complete every Thieving Challenge in one playthrough.

Objective 1: Reach the Asylum Grounds

Area 1: Path

The asylum isn't far. Sprint up the winding entry path from the docks without delay. There's nothing of interest worth stealing along the path.

The front gate is sealed tight, but that won't stop you from getting past. Scamper up the wall to the gate's right to climb into the asylum's outer grounds.

Area 2: Grounds

Common Loot

Map Icon	Item(s)
	Hand mirror
	Chess piece
	Chess piece
	Hairbrush
	Ancient vessel

Collectible Loot

Map Icon	Item(s)
	Moira Asylum

The asylum's grounds are as still as the grave. There's nothing to fear here, so don't bother keeping a low profile. Move freely and inspect the statue near the asylum's front steps. The statue's plaque indicates that the asylum's headmistress, Eowina Moira, has some sort of connection to the Baron.

The asylum's front door is boarded over—you'll need to find another way in. Collect a hand mirror from the grounds' north bench. Then use the wrench tool to unscrew the plaque off the nearby wall.

GOODIE BOX
Collectible Loot #55
City Heritage Plaques (13/16)
"Moira Asylum"

Thieving Challenge: "Lift all loot items" (1/106)

Next, check behind the south benches to discover two valuable chess pieces and a throwable glass.

Thieving Challenge: "Lift all loot items" (3/106)

Move to the grounds' southeast corner, and you'll hear the noise of a creaking door. Could that have been the front door? Before you check, collect a hairbrush from behind the bushes.

Thieving Challenge: "Lift all loot items" (4/106)

Backtrack to the front of the asylum. The statue of Eowina Moira now holds a valuable ancient vessel. Don't question it, just steal it!

Thieving Challenge: "Lift all loot items" (5/106)

Indeed, the asylum's front door is now open. Something is definitely wrong here. Steel yourself for whatever may lie ahead, then enter the asylum and begin your search for clues.

The asylum's front door slams behind you, trapping you inside. Peer through the next door's peephole and look around the room until a vision of Erin startles you. The door opens, granting you access to the asylum's lobby.

Objective 2: Find Information about Erin

Area 3: Lobby

Common Loot

Map Icon	Item(s)
Lobby	
	Pocket portrait
	Pen
	Ink bottle
	Scissors
	Pen
Men's Ward	
	Tea cup
	Ink bottle
	Scissors
	Fork
	Pocket portrait
	Syringe
	Syringe
	Pocket portrait
	Ink bottle
	Syringe
	Scissors
	Pocket portrait
	Pocket portrait
	Pen
	Vase
	Ink bottle
	Syringe
	Spoon
	Pen
	Ink bottle
	Tea cup
	Tea cup
	Vase
	Spoon
	Spoon
	Spoon
	Spoon
	Fork
	Pocket portrait
Women's Ward	
	Pocket portrait
	Tea cup
	Scissors
	Ink bottle
	Pocket portrait
	Scissors
	Pen
	Pen
	Pocket portrait
	Tea pot
	Vase
	Scissors
	Pocket portrait
	Fork
	Syringe
	Scissors
	Scissors
	Tea pot
	Pen
	Ink bottle
	Tea cup
	Pocket portrait
	Hand mirror
Women's Dining Hall	
	Hand mirror
	Spoon
	Spoon
	Fork
	Fork
	Tea cup
Treatment Center—Main Building	
	Syringe
	Magnifying glass

Collectible Loot

Map Icon	Item(s)
Men's Ward	
	The Repulsion of Civility
Women's Ward	
	Rose Brooch

Documents

Map Icon	Item(s)
Lobby	
	Activity Log
	Patient Admitted
	Results
Men's Ward	
	Shower Vent Report
	Absence
	History, 2
	History, 4
	Room Numbers
	The Archivist
	Headaches
	Report: Progress
	Cache
	Night Warden on Duty!
Women's Ward	
	Ward Key Notice
	History, 1
	Voices
	Writing Materials
	Lessons
	Report: Patient #18
	Heat and Cold Treatment
	Aggression Again
	Patient Notes
	Patient Transfer
	Reporter's Notes
	History, 3
	Huntfeld's Illness
Women's Dining Hall	
	Mess Hall Disturbance
	Entertainment
Treatment Center—Main Building	
	Confidentiality

The asylum's lobby is eerily still. Begin your search for clues by collecting the note on the floor near the registration desk—the first of many documents you'll discover in this chapter.

GOODIE BOX
Document #85
Chapter 5 (1/42)
"Activity Log"

Raid the registration desk and nearby cabinet for a pocket portrait and a pen, then take the stairs to the second floor.

Thieving Challenge: "Lift all loot items" (7/106)

Search another desk at the top of the stairs to claim an ink bottle, then open the nearby locked cabinet to discover a book that provides another document, along with some scissors.

GOODIE BOX
Document #86
Chapter 5 (2/42)
"Patient Admitted"

Thieving Challenge: "Lift all loot items" (9/106)

The women's ward is to the north, and the clues you seek are likely located there. But let's explore the men's ward first. Go south and search another cabinet to find a pen. Pass through a revolving door afterward to begin exploring the men's ward.

Thieving Challenge: "Lift all loot items" (10/106)

Area 4: Men's Ward

After passing through the revolving door, go east and then south to raid a small desk. Inside you find a rope arrow and another document.

GOODIE BOX
Document #87
Chapter 5 (3/42)
"Shower Vent Report"

Enter the nearby office to the east, and search another desk to discover a teacup, an ink bottle, and a document. Grab the scissors on the floor as well.

GOODIE BOX
Document #88
Chapter 5 (4/42)
"Absence"

Thieving Challenge: "Lift all loot items" (13/106)

Turn the office's valve wheel to raise a nearby gate. You can now access the two revolving doors to the east.

Ignore the revolving doors for the moment and backtrack a bit. Head down the south stairs to make your way to the first floor's south wing.

While descending the stairs, notice a box on the landing's bookshelf. Open it to obtain another rope arrow.

South Wing: First Floor

Descend the stairs and collect the fork and document you find at the very bottom.

GOODIE BOX
Document #89
Chapter 5 (5/42)
"History, 2"

Thieving Challenge: "Lift all loot items" (14/106)

Debris prevents you from reaching the basement, so backtrack upstairs a bit and search the first floor's east office for more loot, including a pocket portrait and a syringe.

Thieving Challenge: "Lift all loot items" (16/106)

That's a wrap for this section of the asylum. Return to the second floor and pass through the east revolving door to continue exploring the Men's Ward.

Men's Ward (Rooms)

The many rooms in which the asylum's male inmates were detained lie beyond the revolving door. Before checking any of the rooms, go directly east to reach a dead end and collect the note and syringe from the floor.

Bumps in the Night

Strange noises will occur as you explore the Men's Ward. Don't be alarmed; nothing here will harm you...until you loot room M12.

GOODIE BOX
Document #90
Chapter 5 (6/42)
"History, 4"

Thieving Challenge: "Lift all loot items" (17/106)

Backtrack out of the dead-end hall and begin searching the Men's Ward. Before entering the side rooms, check the central office to find two open books that provide two documents. Search the desk to find a pocket portrait and an ink bottle, then swipe a syringe off the bookshelf.

GOODIE BOX
Document #91
Chapter 5 (7/42)
"Room Numbers"

GOODIE BOX
Document #92
Chapter 5 (8/42)
"The Archivist"

Thieving Challenge: "Lift all loot items" (20/106)

Climb onto the office's bookshelves to reach a pair of scissors. After collecting the scissors, climb up through the overhead window to reach a small crawl space with a pocket portrait.

Thieving Challenge: "Lift all loot items" (22/106)

Exit the office through the window to reach a high ledge. Leap to the long ledge that runs above the Men's Ward's west rooms, then go south to find another pocket portrait in an open window.

Thieving Challenge: "Lift all loot items" (23/106)

Drop from the ledge and begin searching the Men's Ward halls, leaving the side rooms for last. Grab a pen off the southeast bench and a note from the central hall's rolling table.

GOODIE BOX
Document #93
Chapter 5 (9/42)
"Headaches"

Thieving Challenge: "Lift all loot items" (24/106)

Next, check the southeast office to find another open book that provides a document. Check the locked cabinet to claim a vase and an ink bottle. Close the cabinet, then reopen it to discover a syringe that wasn't there before.

GOODIE BOX
Document #94
Chapter 5 (10/42)
"Report: Progress"

Thieving Challenge: "Lift all loot items" (27/106)

Now begin searching the side rooms, starting with room M01 (to the northwest) and finishing with room M12 (to the southeast). It's important that you leave room M12 for last, for the Men's Ward becomes a very dangerous place once you claim room M12's contents. Here's what you'll find in each room except for M12:

Odd Rooms (west side)

- Room M01: Spoon, pen, ink bottle, teacup
- Room M03: teacup
- Room M05: (empty)
- Room M07: (empty)
- Room M09: (empty)
- Room M11: (empty)
- Room M13: (empty)

Even Rooms (east side)

- Room M02: (empty)
- Room M04: Vase
- Room M06: (empty)
- Room M08: (empty)
- Room M10: (empty)

Thieving Challenge: "Lift all loot items" (33/106)

The Watchman's Secret

Room M02 was the former home of a patient called the Watchman. Pick the door's lock to find out how this patient got his name.

There are two peepholes in the walls of room M02. Peer through the south hole to spy an interesting painting on the wall outside. Looking through the north peephole reveals a vase to steal in room M04.

Strange, there was no painting on this wall before, but there is now. Use the razor tool to cut out the painting and claim a new collectible.

GOODIE BOX
Collectible Loot #56
The Court of Montanesci (10/12)
"The Repulsion of Civility"

Room M12

A special key lies within the Men's Ward's southeast room (M12), but the room's door is boarded up tight. Enter the adjoining room (M10) instead, and sneak through the hole in its wall to reach M12.

Collect the Women's Ward Key from room M12, along with the assorted cutlery (four spoons and a fork, to be exact). Now you can enter and explore the Women's Ward. Inspect the book on the chair here as well to obtain another document.

GOODIE BOX
Document #95
Chapter 5 (11/42)
"Cache"

Thieving Challenge: "Lift all loot items" (38/106)

Before leaving room M12, climb onto the table and then up to the high window. The window is barred, but you're able to reach a pocket portrait that's been stashed up here.

Thieving Challenge: "Lift all loot items" (39/106)

Objective 3: Enter the Women's Ward

The Night Warden's Watch

As you exit the adjoining cell and return to the hall, you'll be face-to-face with a notice that's pinned to the wall. Strange...this notice wasn't here before. Collect the document to learn that the Night Warden is now on duty.

GOODIE BOX
Document #96
Chapter 5 (12/42)
"Night Warden on Duty!"

The Night Warden is a terrifying specter that haunts this section of the Men's Ward. It is invisible and can only be detected by the sound it makes, along with the faint shimmering that can be seen as it moves through the halls. There's no need to fear being detected by this lumbering creature, so don't bother with stealth. Simply run away from the Night Warden whenever you sense its presence, taking cover in a room or cabinet as you make for the northwest revolving door.

Area 5: Breezeway

The Night Warden won't pursue you beyond the revolving door. Once you're through, enter the revolving door to the north to visit a small corridor known as the Breezeway. This eerie hall connects the Men's and Women's Wards. Go through the north revolving door to enter the Women's Ward.

Area 6: Women's Ward

If you've been following this walkthrough, then you've yet to explore this wing of the asylum. Search the small desk and cabinet in the Women's Ward's entry area to find some food, a pocket portrait, and two fire arrows.

Thieving Challenge: "Lift all loot items" (40/106)

The west office is locked up tight and features a unique keyhole. Collect the notice that hangs from the wall for a clue about the key's location. Of course, you've already found it; the key was hidden in room M12 of the Men's Ward.

GOODIE BOX
Document #97
Chapter 5 (13/42)
"Ward Key Notice"

Use the key to open the door and enter the office. Give the room a thorough search, collecting a teacup, some scissors, and an ink bottle from the desk. Turn the valve wheel to raise the nearby gate that blocks the east revolving door.

Thieving Challenge: "Lift all loot items" (43/106)

Area 3: Lobby (Revisited)

New Note

You're now able to enter and explore the Women's Ward's rooms—but don't do so just yet. Instead, go west to revisit the lobby. The candles on the second floor's reception desk are now lit, shedding light on a note that wasn't there before. Add this document to your growing collection.

GOODIE BOX
Document #98
Chapter 5 (14/42)
"Results"

Area 6: Women's Ward (Revisited)

Stairwell Stash

Return to the Women's Ward and approach the north stairs. Don't go down them, but fire a rope arrow at the anchor beam above the center of the stairwell.

Descend the rope to reach some food that sits atop an inoperable elevator. Drop from the elevator to reach a small, secret room in the basement, where you find a document.

GOODIE BOX
Document #99
Chapter 5 (15/42)
"History, 1"

After pocketing the document, climb onto the secret room's bookshelves to reach a pocket portrait and a collectible loot item hidden on the pipes near the ceiling.

GOODIE BOX
Collectible Loot #57
Flowers Eternal (5/6)
"Rose Brooch"

Thieving Challenge: "Lift all loot items" (44/106)

You've cleared out the secret room. Ascend the stairs and climb the clutter to reach the first floor's north wing, where there's more plunder to be had.

North Wing: First Floor

The second floor's north stairs connect to this wing. Collect the scissors near the bench, then use your key to open the nearby locked door, which leads to a small office.

Thieving Challenge: "Lift all loot items" (45/106)

Raid the desk to find a pen and a note, and collect the notice that's pinned to the wall. Snatch the other pen that lies on the floor.

GOODIE BOX
Document #100
Chapter 5 (16/42)
"Voices"

GOODIE BOX
Document #101
Chapter 5 (17/42)
"Writing Materials"

Thieving Challenge: "Lift all loot items" (47/106)

Next, use the wrench tool to unscrew the vent in the shadows behind the bookshelves. Collect a pocket portrait from the crawl space beyond as you sneak toward the women's showers.

Thieving Challenge: "Lift all loot items" (48/106)

The showers are empty, so simply pass through and open the far locked door to reach a hallway.

Go west down the hall and pass through a revolving door to reach a small area that's surrounded by bars. You can't go any farther, but you can pocket the teapot that rests on the chair here.

Thieving Challenge: "Lift all loot items" (49/106)

Return through the revolving door and swipe a vase from the small table at the hall's east end. Go through the north revolving door to enter the Women's Dining Hall.

Thieving Challenge: "Lift all loot items" (50/106)

Area 7: Women's Dining Hall

As you enter the dining hall, you catch a glimpse of a patient on the far stage. Could it be Erin?

Search the stage to find a hand mirror on a chair. After you collect this item, the nearby mannequins turn to face you, and a note appears on the ground that wasn't there before.

GOODIE BOX
Document #102
Chapter 5 (18/42)
"Mess Hall Disturbance"

Thieving Challenge: "Lift all loot items" (51/106)

As you leave the stage, Garrett is overtaken by another vision. When the vision ends, begin your search of the dining hall. The room is filled with plunder, including two spoons, two forks, and a teacup. There's also some food in the kitchen, a poppy near the elevator, and a notice pinned to the support column near the kitchen. (Turning the valve on the wall near the kitchen gives you little more than a fright.)

GOODIE BOX
Document #103
Chapter 5 (19/42)
"Entertainment"

Thieving Challenge: "Lift all loot items" (56/106)

With the dining hall fully plundered, go through the north revolving door to reach an empty stairwell that leads up to the Women's Ward's rooms. You can also climb up the pipes in the east elevator shaft to reach the Women's Ward, but there's no special benefit in doing so.

Objective 4: Search for the Asylum Records

Area 6: Women's Ward (Revisited)

Explore the Women's Ward without fear; the Night Warden isn't about. Collect the notice that's pinned to the Central Seclusion room's north wall, then enter the illuminated northeast room to find an open book and some scissors.

GOODIE BOX
Document #104
Chapter 5 (20/42)
"Lessons"

GOODIE BOX
Document #105
Chapter 5 (21/42)
"Report: Patient #18"

Thieving Challenge: "Lift all loot items" (57/106)

Central Seclusion

Backtrack out of the northeast room and head toward the northwest stairwell. Turn left before you get there and go south down the west hall a bit, taking note of a peephole in the Central Seclusion room's west door. Peer through the peephole to spy a poppy that grows in this most disturbing room.

Climb onto the nearby table, and from there, climb up to the narrow ledge. Sneak through the high window to enter the Central Seclusion room.

Another vision overwhelms you as you drop into the Central Seclusion room. Collect the room's poppy and pocket portrait, then exit through the door after it swings open on its own power. Look south down the hall and watch as the south office's door swings open as well.

Thieving Challenge: "Lift all loot items" (58/106)

Your objective lies in the south office, but let's search the west side rooms first. Open the door to room W11 to discover a document on the floor. Room W09 contains a fork.

GOODIE BOX
Document #106
Chapter 5 (22/42)
"Heat and Cold Treatment"

Thieving Challenge: "Lift all loot items" (59/106)

A Vision of Fire

Picking Room W07's locked door results in a frightening vision in which you're blown backward down the central hall. No harm has actually come to you, so dust yourself off and then collect the syringe from atop the nearby shelf before entering room W07 and claiming the scissors on the floor.

Thieving Challenge: "Lift all loot items" (61/106)

Sneak through the hole in room W07's south wall to visit room W05. Climb through W05's high window, and leap over to the high window of the south office. This serves as an alternate means of entering the south office had you not already visited the Central Seclusion room.

Women's Ward Office

Inspect three open books in the office to acquire three more documents and advance your objective. Raid the desk for valuables as well, claiming a teapot, pen, and ink bottle. Collect the scissors on the shelf as well.

GOODIE BOX
Document #107
Chapter 5 (23/42)
"Aggression Again"

GOODIE BOX
Document #108
Chapter 5 (24/42)
"Patient Notes"

GOODIE BOX
Document #109
Chapter 5 (25/42)
"Patient Transfer"

Thieving Challenge: "Lift all loot items" (65/106)

Objective 5: Move to the Treatment Center Wing

Women's Ward Roundup

Exit the office and enter room W03 to find a note on the floor. Room W01 is empty.

GOODIE BOX
Document #110
Chapter 5 (26/42)
"Reporter's Notes"

Move to the south hall and watch as a wheelchair slowly rolls toward you from the east. This is a signal that the southeast debris has been shifted, allowing you to inch past the clutter and advance. Collect the poppy and note on the floor near the debris, but don't maneuver through just yet; you still have to check the ward's east rooms.

GOODIE BOX
Document #111
Chapter 5 (27/42)
"History, 3"

Room W02 is empty; room W04 contains a teacup. Room W06 has nothing of interest, while room W08 features a pocket portrait. Enter room W10 to claim a hand mirror, and open room W12's locked door to discover a note on the floor.

GOODIE BOX
Document #112
Chapter 5 (28/42)
"Huntfeld's Illness"

Thieving Challenge: "Lift all loot items" (68/106)

If you check the west elevator shaft, a monster will drop down and give you a spook. Don't follow the creature down the shaft—it merely leads back to the Women's Dining Hall, which you've already explored. Instead, return to the southeast debris and maneuver through to advance toward the Treatment Center.

Area 8: Treatment Center—Main Building

After shoving a heavy beam out of your way, collect a note that's pinned to the wall. Before descending the stairs ahead, check the hall's south end to find a syringe.

GOODIE BOX
Document #113
Chapter 5 (29/42)
"Confidentiality"

Thieving Challenge: "Lift all loot items" (69/106)

Objective 6: Descend to the Treatment Level

Stairwell

Descend the stairs and open a door to reach a circular stairwell. The stairs are blocked by a gate, so leap to the wooden beam in the central shaft.

Leap from the beam to reach the west landing. Collect a magnifying glass that lies on the floor, then go upstairs to reach a valve wheel. Turn the valve wheel to raise the gate that previously blocked access to the stairs. Descend the stairwell to reach the next area.

Thieving Challenge: "Lift all loot items" (70/106)

Area 9: Treatment Center—Third Floor

Common Loot

Map Icon	Item(s)	Found?
	Magnifying glass	
	Surgical scissors	
	Surgical scissors	
	Microscope	
	Syringe	
	Magnifying glass	
	Syringe	
	Surgical scissors	
	Syringe	
	Magnifying glass	
	Microscope	
	Watch seal	
	Surgical scissors	
	Syringe	
	Magnifying glass	
	Magnifying glass	
	Microscope	
	Scissors	

Collectible Loot

Map Icon	Item(s)	Found?
	Ivory Circle	

Documents

Map Icon	Item(s)	Found?
	Escape Note	
	Elevator Lock	
	Extracting the Primal	
	Sensory Depravation	
	Calibration	
	Transfer Request	
	Knocking in Pipes	
	Sterilization	
	Lobotomy Room	
	Hydrotherapy	
	Shock Therapy	

When you reach the bottom of the stairwell, peer down the central elevator shaft to see something glittering far below. Carefully climb down the shaft's ladder and collect the object, which turns out to be a magnifying glass.

Thieving Challenge: "Lift all loot items" (71/106)

Climb back out of the shaft, then approach the nearby door. You can't open it, but there's a hole in the bars above. Climb up the door and through the hole.

Descend the stairs beyond the door to reach the stairwell's bottom. Swipe two pairs of surgical scissors from the dead end, then backtrack upstairs and climb back through the hole.

Thieving Challenge: "Lift all loot items" (76/106)

Pressing the switch on the mechanism near the elevator shaft currently has no effect, so crouch and sneak through the small opening in the east wall instead to begin your exploration of the Treatment Center.

Objective 7: Access Room "3F"

The Treatment Center features several rooms, and each one's door is sealed by an electric lock. There's no power flowing to the doors' switches, so you can't enter the rooms. If you like, peer through each room's peephole for some disturbing imagery.

Another vision takes hold of you as you advance down the hall. Press onward after the vision subsides, using the nearby cabinet to save your progress.

Tip

Take note of the flammable liquid in the hall as you advance. This substance soon comes in handy.

Room 3F lies at the south end of the hall. It's locked, just like all the others. You'll need to find some way of restoring the power down here.

Objective 8: Find and Start the Power Generator

Enter the small office at the hall's south corner to find some food, along with an open book that provides a document. Search the table's drawers for another document and two flash bombs.

GOODIE BOX
Document #114
Chapter 5 (30/42)
"Escape Note"

GOODIE BOX
Document #115
Chapter 5 (31/42)
"Elevator Lock"

GOODIE BOX
Document #116
Baron Northcrest (1/13)
"Extracting the Primal"

Beware: The office's locked cabinet is rigged with a deadly trap. Before you open it, climb onto the cabinet and use the wire cutter tool to hack the high control box and disable the trap. The cabinet contains a valuable microscope, along with a book that provides another document.

Thieving Challenge: "Lift all loot items" (74/106)

Restoring the Power

Leave the office and explore the west hall. Collect the note that hangs on the wall near the next locked room, then continue heading west. The generator isn't far.

GOODIE BOX
Document #117
Chapter 5 (32/42)
"Sensory Deprivation"

Grab some food and a syringe from the shelves as you near the hall's west end. Continue west and locate a cabinet and a lever. Use the cabinet to save your progress before throwing the lever to fire up the generator.

Thieving Challenge: "Lift all loot items" (75/106)

Objective 9: Find a Way into Room "3F"

With the power restored, fluorescent light quickly floods the generator room. Backtrack down the hall to find that a gate has closed. Use the switch in the nearby office to turn on the lights and open all of the Treatment Center's cells.

The gate is still closed, but the nearby Sensory Deprivation Chamber's door has opened. Enter and collect the magnifying glass from the chair, then sneak through the crawl space to reach room 3F.

Thieving Challenge: "Lift all loot items" (76/106)

At last, you've found a way into room 3F. Collect the note that's pinned to the wall, then search the drawer of the nearby surgical stand to discover a letter. Hit the switch near the door to kill the lights if you like, and grab the glowing syringe on the central restraining chair.

GOODIE BOX
Document #118
Chapter 5 (33/42)
"Calibration"

GOODIE BOX
Document #119
Chapter 5 (34/42)
"Transfer Request"

Thieving Challenge: "Lift all loot items" (77/106)

Collecting the syringe brings on another powerful vision. When you regain your senses, the room's door will be open, allowing you to exit the room and circumvent the closed gate.

Objective 10: Descend to the Asylum's Lowest Level

Beware: Now that the Treatment Center's cells are open, crazed patients roam the asylum. Remain in your room and watch as one patient beats another to death in the hall. Like guards, these aggressive patients can ruin your Thieving Challenges if they detect you—but they can also count toward this stage's Thieving Challenges if you kill them or knock them out.

Use Focus to identify a pool of flammable liquid in the hall. The crazed patient regularly moves through this substance. Use a fire arrow to ignite it and kill him from the safety of your room. If you prefer to conserve your fire arrows, pursue the patient into the east room, swooping behind him to knock him out.

Thieving Challenge: "12 kills or knockouts" (1/12)

Room 3E

Enter room 3E and collect the surgical scissors off the table. Search the small drawers of the two nearby surgical stands to discover a document and a syringe, then grab the note that's pinned to the cabinet near the pipes. Swipe the magnifying glass off the south table as well.

GOODIE BOX
Document #120
Chapter 5 (35/42)
"Knocking in Pipes"

GOODIE BOX
Document #121
Chapter 5 (36/42)
"Sterilization"

Thieving Challenge: "Lift all loot items" (80/106)

Room 3E also features a wall safe with a combination lock. The secret to discovering its combination lies in the note that you recently found. It's the knocking in the pipes!

The safe contains a precious microscope, a valuable watch seal, a vicious blast arrow, and a collectible ring. Grab all of these valuables and then proceed through the north crawl space to enter room 3D. If you're having trouble with the safe's combination, it's 7, 3, 1.

GOODIE BOX
Collectible Loot #58
Seventh Stone Circles (5/7)
"Ivory Circle"

Thieving Challenge: "Lift all loot items" (82/106)

Room 3D

Sneak into room 3D through the crawl space from room 3E and search the drawers of three surgical stands to find surgical scissors, a flash bomb, and a syringe. Collect the note that's pinned to one of the stands as well. When you've finished looting the room, exit through the door and loop through the hall to enter room 3C.

GOODIE BOX
Document #122
Chapter 5 (37/42)
"Lobotomy Room"

Thieving Challenge: "Lift all loot items" (84/106)

Room 3C

Careful: A patient in this room is torturing a doctor using some sort of devious contraption. Knock out the patient from behind without fear of detection; the doctor is too weakened to take any notice of the patient's demise. (You can't kill or knock out the doctor.)

Thieving Challenge: "12 kills or knockouts" (2/12)

After knocking out the patient, press the button to lower the contraption (if need be) and collect the magnifying glass on top. Collect the note that's pinned to the machine, then check the nearby surgical stand's drawer for a flash bomb.

GOODIE BOX
Document #123
Chapter 5 (38/42)
"Hydrotherapy"

Thieving Challenge: "Lift all loot items" (85/106)

Press the machine's button again to elevate the hapless doctor. Move behind him and vault the railing to land in the bottom of the pit. Collect the magnifying glass you discover down here, and notice a nearby vent-covered crawl space. Don't enter the crawl space just yet; it's a one-way passage, and there's a bit more loot still to be found in the Treatment Center. Climb out of the pit and take the next crawl space to enter room 3B.

Thieving Challenge: "Lift all loot items" (86/106)

Room 3B

A patient is tending a small fire in this room. Sneak up behind him and knock him out. Collect the microscope off the nearby stand, then grab the notice on the wall near the door. Swipe the scissors off the small stool, and use the cabinet to save your progress before exiting the room.

GOODIE BOX
Document #124
Chapter 5 (39/42)
"Shock Therapy"

Thieving Challenge: "12 kills or knockouts" (3/12)

Thieving Challenge: "Lift all loot items" (88/106)

Secret Stash

You're all done with the Treatment Center now. Use a cabinet to save, then return to the pit in room 3C. This time, unscrew the vent and enter the secret crawl space.

Area 10: Old Prison

Common Loot

Map Icon	Item(s)	Found?
Old Prison		
	Bracelet	
	Pocket portrait	
	Magnifying glass	
	Surgical scissors	
	Ancient ingot	
	Ancient ingot	
Reformation		
	Syringe	
	Syringe	
	Syringe	
	Syringe	
	Surgical scissors	
	Urn	
	Syringe	
	Syringe	
	Magnifying glass	
	Watch seal	
	Surgical scissors	
	Syringe	

Collectible Loot

Map Icon	Item(s)	Found?
Reformation		
	Mechanical Eye	
	Child's Memory	

Documents

Map Icon	Item(s)	Found?
Old Prison		
	Treasure	
	Prison Rules	
Reformation		
	Report: Aggression	

If you've entered the Old Prison by way of the secret crawl space from the Treatment Center's room 3C (instead of taking the stairwell elevator), you can reach some extra loot. Drop to a lower shaft in the crawl space and collect a blast arrow. Unscrew another vent to reach a note, a bracelet, and a pocket portrait. Collect all of these items and then proceed to the crawl space's end to enter the Old Prison.

GOODIE BOX
Document #125
Chapter 5 (40/42)
"Treasure"

Thieving Challenge: "Lift all loot items" (90/106)

A filthy prison lies beneath the bowels of the asylum. The horrors of this madhouse truly know no bounds. Pull the lever to open the gate and enter the stairwell.

Open the box on the crate across from the elevator shaft to obtain two fire arrows. Collect the poppy that grows near the stairs, then head down.

A monster sprints past as you descend the stairwell. You've seen this creature before; it's called a Freak. If you're after Thieving Challenges, you must kill this Freak before it escapes. You don't have much time, so use a blast arrow to annihilate the Freak before it flees.

Thieving Challenge: "12 kills or knockouts" (4/12)

Snatch a magnifying glass off a shelf after slaying the Freak, then continue moving downstairs. Collect another poppy that grows on the second landing, and open a small box to claim some surgical scissors. An ancient ingot sits on the ground in the corner as well.

Thieving Challenge: "Lift all loot items" (93/106)

When you reach the bottom of the stairs, pull a lever to open the gate and turn on the lights in the next room. The sudden illumination causes a Freak to flee. You've no chance to slay this Freak, so conserve your arrows.

The Reformation area is just ahead. Before you enter, check the south nook to discover a glowing symbol on the side of a wall. Stare at the symbol for a moment to obtain a new Focus point. Spend it however you like, then snatch the ancient ingot that lies on the ground.

Thieving Challenge: "Lift all loot items" (94/106)

Now go west, heading for the Reformation area. Grab the notice on the wall just before you enter.

GOODIE BOX
Document #126
Chapter 5 (41/42)
"Prison Rules"

Objective 11: Locate Erin's Holding Cell

Area 11: Reformation

You've reached the Reformation area; your visions have shown you this is where Erin was taken. Inspect the book on the reception desk to gain a new document, and search the desk's drawers to discover two syringes and some food.

GOODIE BOX
Document #127
Chapter 5 (42/42)
"Report: Aggression"

Thieving Challenge: "Lift all loot items" (96/106)

Move to the reception platform's west end to find more food on the ground. Vault the railing to land on the lower level's central stairs.

Beware: A host of Freaks roam beyond the reception desk. Make absolutely no sound or they'll detect you. Turn around after landing on the lower stairs and open the small box on the shelf behind you to claim a syringe.

Thieving Challenge: "Lift all loot items" (97/106)

Freakshow

Freaks are blind and therefore unable to detect Garrett by sight. However, they have extremely keen hearing, and if they suspect a threat, they'll use Focus to seek it out. If a Freak detects Garrett, it will make short work of him with its razor-sharp claws. Freaks cannot be knocked out with stealth or aerial takedowns, and they're lethal melee combatants. Their only weakness is fire. Instantly kill Freaks with blast arrows or with headshots from fire arrows. (Headshots will only kill them if you've upgraded your bow's damage.) Look to ignite flammable liquids to burn them up as well. Flash bombs can also weaken and destroy Freaks, and are ideal for times when Freaks rush in.

Sneak to the south stairs after looting the small box. The stairs are blocked by growth, but there's a syringe on the high shelf. Climb the south wall to reach the shelf and pocket the syringe.

Thieving Challenge: "Lift all loot items" (98/106)

If you're after Thieving Challenges, take advantage of the oil spill near the south stairs. Use a blunt arrow or throwable to lure a Freak or two, then use a fire arrow to burn them up.

Thieving Challenge: "12 kills or knockouts" (5/12)

Drop from the shelf and sneak directly north to reach the north stairs. Beware: A Freak lurks in this stairwell. Use Focus to spot the fiend in the darkness, and use a fire arrow headshot to slay it. Climb to the stairwell's high shelf to discover some food.

Thieving Challenge: "12 kills or knockouts" (6/12)

If you're after Thieving Challenges, you can slay the remaining Freaks in this area with fire and blast arrows. Aim for headshots with fire arrows to achieve silent kills and conserve ammo, and use Focus to discover five different oil spills that can be ignited to burn the Freaks—a surefire death. Blast arrows are ideal for wiping out multiple Freaks in close proximity. A total of eight Freaks can be slain in the Reformation area, letting you meet your Thieving Challenge (assuming you killed the one in the Old Prison stairwell and killed or knocked out the three crazed patients back in the Treatment Center).

Caution

Avoid creating too many distractions in a row, or the Freaks may detect you, causing you to blow one of your Thieving Challenges. Headshots with fire arrows are the ideal way to go. Save your game often so you can load if you're ever detected.

Fire Power

If you're low on fire arrows, make your way to the west end of the Reformation area's upper level and open the locked box that rests on the crate in the southwest corner. You'll find three fire arrows inside. Another two fire arrows are in the box that rests on the crate just to the north.

The High Road

If you'd like to find some collectible loot, return to the small box that you recently looted; it's on the shelf near the lower level's central stairs. Go down the stairs just a bit, then face south and climb up the wall and onto the crates above.

Move west along the upper walkway and spy a rope that hangs from the ceiling ahead. It's too far to reach with a leap, so fire a rope arrow at the nearby anchor beam to lower a second rope that's closer to hand.

With both ropes in place, leap out and grab the one you've anchored to the overhead beam. Climb up a bit, then leap to the second rope. From there, you can jump to the high central walkway ahead.

The high central walkway is a perfect vantage point for slaughtering Freaks. You can't be reached up here, so have no fear. Use blunt arrows to draw the monsters to the oil spills below, then loose fire arrows to set them ablaze. Of course, the real reason to come up here is the collectible treasure that rests in the nearby hanging cage.

GOODIE BOX
Collectible Loot #59
Unique Loot (6/9)
"Mechanical Eye"

Thieving Challenge: "12 kills or knockouts" (12/12)

Reformation Roundup

When you've finished slaying Freaks from the high central walkway, leap back across the ropes and drop to the lower stairs. This time, climb up and onto the north walkway.

A pair of surgical scissors sits in the hanging cage at the south walkway's end.

Thieving Challenge: "Lift all loot items" (99/106)

Drop from the south walkway and return to the central stairs. Go down the stairs and then loop around to the north to discover an urn tucked into a nook on the stair's north side.

Thieving Challenge: "Lift all loot items" (100/106)

Enter the lower level's north passage and sneak to its west end. Smash a vase here to discover a collectible loot item. Just make sure no Freaks are around to hear the noise.

GOODIE BOX
Collectible Loot #60
Memories of the Dead (4/6)
"Child's Memory"

Next, check the lower level's south passage to find two syringes and a magnifying glass.

Thieving Challenge: "Lift all loot items" (103/106)

Go upstairs and collect the Watch seal that sits on the ground near one of the north support beams. Move to the area's southwest corner afterward. Snatch the surgical scissors off the crate with the locked box here, and pick the box's lock if you haven't already to score three fire arrows. The box on the crate to the north contains another two fire arrows.

Thieving Challenge: "Lift all loot items" (105/106)

When you're ready to advance, enter the lower level's west passage, collecting a syringe as you approach. Save your game and then maneuver past some debris to reach Maximum Security.

Thieving Challenge: "Lift all loot items" (106/106)

Area 12: Maximum Security

Pull the lever beyond the debris to open the west gate. The noise enrages the Freaks in the surrounding holding cells, and they begin to break through their doors. The Freaks won't break free, but they can wound you with their vicious claw swipes. Time their swipes carefully and swoop past each Freak in turn, pausing in the safe areas between the doors. Keep advancing until you reach the hall's west end.

After suffering more disorienting visions, Garrett finds himself in strange surroundings. All sense of reality seems to be slipping away.

Climb onto the fallen stone arch and collect the poppy that grows on it. Move across the arch to reach a ledge, where another poppy grows.

Cross the ledge to reach a door. Open it to enter a small room. Garrett endures another vision here.

Backtrack out of the room, sidestepping a frozen Freak. Drop to the ground floor and pluck another poppy that grows near a lower door.

Open the door and enter another holding cell. After Garrett's vision subsides, climb the stacked beds to reach a ledge.

Inspect the sketches of Garrett on the wall. There's a keyhole in one of the sketch's eyes. Pick the lock to bring on another vision, then open the door when the vision fades.

Turn right and move to another door. Head through to at last enter Erin's holding cell.

Erin awaits Garrett in her cell. Approach her to trigger another vision that sheds more light on what became of the poor girl following the tragedy at Northcrest Manor.

Objective 12: Leave the Asylum

When the vision ends, you'll find yourself standing in the asylum's entrance. There's no going back inside, so simply move to the exterior grounds to bring this haunting chapter to a close.

GOODIE BOX
Document #128
Chapter Recaps (5/8)
"Chapter 5"

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A stationary guard stands in the middle of the foyer, and another guard walks a circuit around the partition wall. You'll need to either distract these guards or take them down if you wish to collect all of the level's loot. Sneak up on the stationary guard from the north kitchen door, and you can take him out easily with a stealth takedown. However, you'll need to take down the patrolling guard first or else he'll discover his comrade's body (unless you're quick to hide it).

Foyer: West Side

Two more guards patrol the foyer's west side; one of them walks a circuit around the lower level's four bedrooms. You can darken all of the bedrooms by pressing their light switches and snuffing out their candles, making them ideal hiding places. Each bedroom features a locked wall safe, and each wall safe contains the following items:

- **Southeast bedroom**: three sawtooth arrows
- **Southwest bedroom**: two water arrows
- **Northwest bedroom**: three water arrows
- **Northeast bedroom**: one rope arrow

Tip

Three sawtooth arrows are located on the northwest bedroom's floor, and there are two water arrows in the southeast bedroom. A couple of broadhead arrows are on a small table in the foyer between the bedrooms. Even if you don't wish to kill guards, these arrows can be useful for dousing candles and creating distractions. Use one to create a massive distraction by knocking down the west foyer's giant chandelier.

The rope arrow you discover inside the northeast bedroom's wall safe comes into play when you reach the upper level. Fire it into the high north anchor beam, and you'll be able to leap between the upper level's north balcony and the madame's office. Alternatively, use this rope arrow to quickly ascend to the madame's office from the east foyer; go there and look up to spy another anchor beam. This is the only rope arrow in the stage, so use it wisely.

Area 2: Upper Level

- Guards: 4
- Loot Items: 70 (+8 guard purses)

Balcony and Bedrooms

The House of Blossom's upper level is smaller than the lower level. It features fewer guards, but the loot is nearly as plentiful. Two guards patrol the balcony and bedrooms; one patrols up north, and the other patrols down south. Press the light switch on the balcony's west wall and in each of the bedrooms to create darkness and distractions. The northeast bedroom features a wall safe that contains a loot item, and you can find blunt arrows in the southwest bedroom and broadhead arrows in the southeast bedroom.

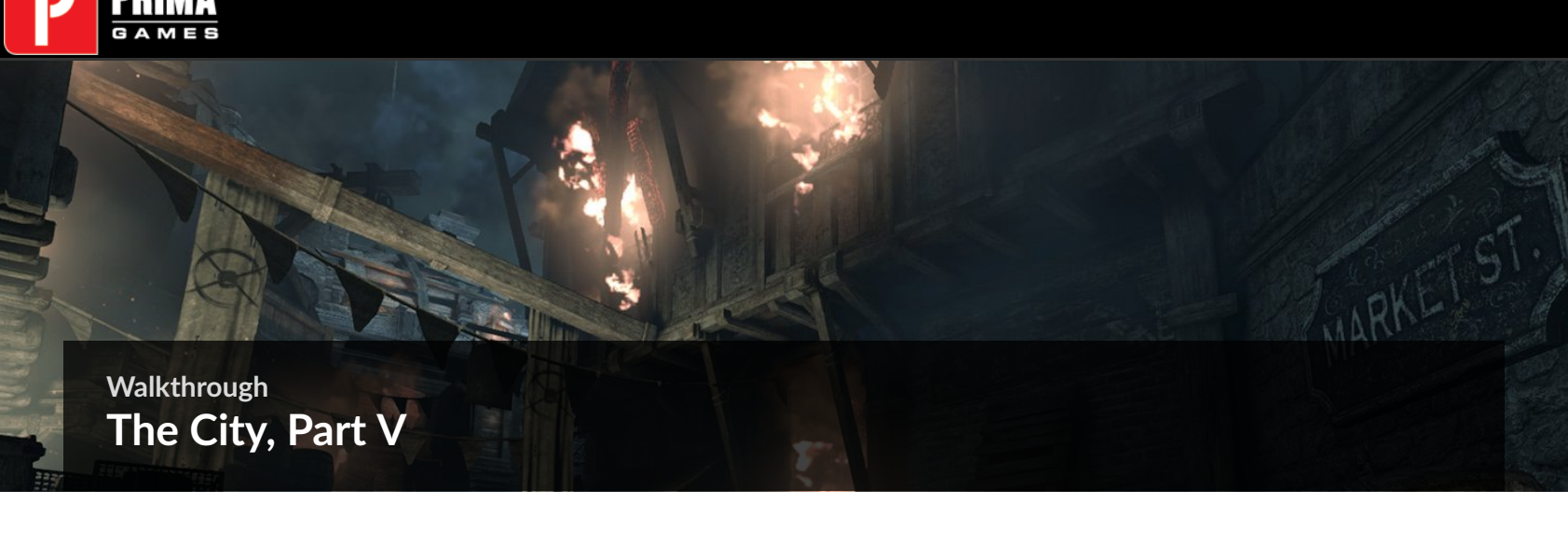
Tip

Climb onto the northwest bedroom's bookshelf to reach a high crawl space that lets you sneak into the northeast bedroom. Climbing the south stairwell's piping leads you to another high crawl space above the south bedrooms, but you can't drop into either of the rooms below. There's no loot or resources to discover in either crawl space.

Madame's Office and Bedchamber

The door to the madam's office is locked, but you can sneak into the office by using the rope arrow found in the lower level's northeast bedroom. If you're on the upper level, fire the rope arrow at the anchor beam near the north balcony's east end; if you're on the lower level, look up and lodge the rope arrow into the high anchor beam on the west side of the east foyer. A single guard patrols the office, which you can darken by pressing the light switch near the south entry door. Water arrows can be found here.

The door to the madame's private bedchamber is also locked, and another guard patrols the bedchamber. After picking the lock, peer through the keyhole to ensure that the guard won't notice you enter (wait until he's moved over to the right). This room can also be darkened by pressing the light switch near the door once you're inside. The north wall safe contains a loot item.



Walkthrough

The City, Part V

Erin's alive. Somehow that doesn't make me feel any better. She's spending more time in my head than I do. Seems the Primal energy's inside her and she's corrupted it somehow. That damage is still there, seeping out through the walls of Moira because of Northcrest's experiments. Is that why he took her away? There's only one man with the answers I need right now: the Baron.

Objective 1: Get to Northcrest Manor in Auldale

Area 1: Clock Tower

The following night, Garrett prepares to infiltrate the Baron's manor in Auldale. Take stock of your gear in the Clock Tower before exiting to the plaza.

Area 2: Clock Tower Plaza

A familiar sight greets you outside the Clock Tower: A man is hung from the Watch Council Office's balcony. But this time, the hangman is one of Orion's Graven, not a member of the Baron's Watch, and the crowd rejoices at the horrific display. It seems that the Graven's grip on the City is growing ever tighter.

Your objective lies in Auldale, and the fastest way there involves sneaking through the Watch Council's Office. But before you go there, take a moment to visit your old pal Basso at the Crippled Burrick tavern.

Area 3: The Crippled Burrick

Basso has prepared a new selection of side jobs for you. Accept them all so that you can help out your buddy and earn a little extra coin in the process.

Basso's Side Jobs: Round 4

"Check, Mate": Steal back Basso's chess piece in Mourningside.

"Long Drop Full Stop": Retrieve Basso's pen in Blackfurrow.

"Eyes on the Prize": Steal the telescope mechanism in the Canal.

"The Path to Riches": Steal White Sail's documents in the Fish-Hawker's Market.

"A Grave Matter": Steal Grandpa's ashes in Market Street.

Check, Mate

Basso's nearest job lies just to the north, in Mourningside. Trade with the shady merchant on your way there, and make sure that you're carrying a full supply of rope and blunt arrows.

After trading with the merchant, pass through the nearby gate to enter Mourningside. Go north until you reach two citizens huddled next to a brazier. Climb the nearby crate to find a high window that you can pry open to enter this building, which you couldn't explore before.

Area 4: Archie Maxwell's House

Common Loot

Map Icon	Item(s)
Entry Room	
	Teapot
	Teacup
	Teacup
	Pen
	Pen
	Ink bottle
First Floor	
	Teapot
	Teacup
Basement	
	Chess piece
	Necklace
Burial Chamber	
	Ancient armlet
	Ancient vessel
	Ancient vessel
	Ancient ingot
	Ancient ingot

Collectible Loot

Map Icon	Item(s)
Burial Chamber	
	Harlequin Bracelet

Documents

Map Icon	Item(s)
Entry Room	
	Archie Maxwell's Diary
Basement	
	Archie Maxwell's Notes

Beware: Archie Maxwell is at home. He's also armed, so proceed with caution. Snuff out the candles in the entry room, then loot the room to find a teapot, two teacups, two pens, an ink bottle, and a book that provides an informative document.

GOODIE BOX
Document #129
Stonemarket (21/33)
"Archie Maxwell's Diary"

Garrett's Challenge: "Find all City loot" (285/398)

Sneak downstairs to find Archie fixing himself a snack. Slip behind him and knock him out, then swipe the teapot and teacup off the nearby shelf before heading downstairs to the basement.

Garrett's Challenge: "Find all City loot" (287/398)

Beware: Archie has set up traps in the basement. Open the basement door and climb onto the nearby shelf to reach a high control box. Hack it to disable the room's traps.

With the traps disabled, move around the central shelves to find a combination lock built into the wall near a small, candlelit table. A clue to the combo you need is found in the diary that you discovered upstairs.

Enter the proper combo, and the wall slides away, revealing the chess piece you seek, along with a necklace and diary that provides another document. Collecting the chess piece completes Basso's "Check, Mate" side job. If you're having trouble opening the safe, the proper combination is 7, 7, 6.

GOODIE BOX
Document #130
Stonemarket (22/33)
"Archie Maxwell's Notes"

Garrett's Challenge: "Find all City loot" (289/398)

You've found what you came for, but Archie's abode holds a few more secrets. Backtrack to the basement stairs, but don't go upstairs. Instead, open the nearby vent and sneak through a crawl space to reach a secret back room.

The back room appears to be empty, but looks can be deceiving. Turn off the lights, look up near the ceiling, and use Focus to spy four little buttons, two on either side of the room. Use blunt arrows to trigger all four buttons. Panels then slide away in the floor and ceiling, exposing an overhead anchor beam and a secret room far below.

Fire a rope arrow into the anchor beam, then descend your rope to reach a secret burial chamber beneath Archie's house. Be careful not to fall or your bones will join those of the ancient dead below.

The burial chamber houses a number of valuables, including an ancient armlet, two ancient vessels, two ancient ingots, and a collectible loot item. A poppy also grows in the corner. Give the chamber a thorough search, then climb back up your rope and backtrack out of Archie's house.

GOODIE BOX
Collectible Loot #61
The Mortal Coils (5/6)
"Harlequin Bracelet"

Garrett's Challenge: "Find all City loot" (294/398)

Long Drop, Full Stop

Make your way south through Stonemarket, heading into Blackfurrow on your way to Basso's next job. Avoid or slay the raving Graven as you move to Blackfurrow's south street, which connects to Moorsditch. Don't enter Moorsditch, but climb the ladder on the side of the south building marked "Luncheons Dinners & Teas." (You knocked down this ladder during your first trip around the City, but you can also use a blunt arrow to lower it if need be.)

After climbing the ladder, turn around and cross a narrow beam to reach the south ledge.

Turn right when you reach the ledge and go east. Hack a control box on the wall near the ledge's gap to extend the ledge behind you.

Backtrack west along the ledge and move to its west end. Look up and stick a rope arrow into the nearby anchor beam, then leap over to the south ledge. Pry open the window here to visit another building you couldn't have entered before.

Area 5: Hangman's Apartment

Common Loot

Map Icon	Item(s)
	Picture frame
	Fork
	Knife
	Pen
	Surgical scissors

Documents

Map Icon	Item(s)
	Hangman's Memoirs

Swipe the picture frame off the shelf as you enter this small apartment, then search the south bookshelf for a hidden trigger book. Pull the trigger book to uncover a secret back room.

Garrett's Challenge: "Find all City loot" (295/398)

It seems the hangman has a taste for devouring his own victims. Search the sickening back room to discover a fork, knife, some surgical scissors, and the pen that you seek. Collecting the pen completes Basso's "Long Drop, Full Stop" side job. Inspect the nearby book as well to claim a new document that provides further insight into the hangman's disturbing habits.

GOODIE BOX
Document #131
Stonemarket (23/33)
"Hangman's Memoirs"

Garrett's Challenge: "Find all City loot" (299/398)

The Path to Riches

Leave the hangman's apartment and slide down your rope to reach the street. Go east, maneuvering past some crates to reach Baron's Way South. Sneak past the Graven mob once you get there, or simply sprint east, rushing through the gate that leads into South Quarter.

Down in South Quarter, use Glimmer Lane to avoid the patrolling Graven in the street as you've done before. Go south into the canal area, then sneak past the crossbow Graven and climb the east wall.

Move east across the low rooftops to reach a window that you can pry open. Do so to enter another building you couldn't visit before.

Area 6: Illyrian Traders

Common Loot

Map Icon	Item(s)
	Gold coin
	Gold coin
	Coin purse
	Pen
	Telescope

You've never been able to explore this part of the Illyrian Traders shop before. The body of the office clerk lies on the floor, so he clearly won't be a problem. Collect the two gold coins on the scale, and search the small table's drawers to find a coin purse.

Garrett's Challenge: "Find all City loot" (302/398)

The room features a pressure plate, and stepping on it causes a secret door to open in the nearby wall. Unfortunately, the door closes the moment you move off the plate.

A master thief uses everything at his disposal to get the job done. Pick up the dead clerk's body, move over to the pressure plate, and press the Cancel button to place the body on the plate. The plate will then remain depressed, keeping the secret door open.

Pass through the secret door to visit a small back room. Hack the control box on the wall to unseal the office's other door, then search the desk to find a pen.

Garrett's Challenge: "Find all City loot" (303/398)

Backtrack to the door and pick its lock to access another back room. This one features a rope that leads down to a lower floor. Descend the rope to reach a small storage room.

Open the small box to find a water arrow and a broadhead arrow, then search the small desk's drawer to find the telescope you seek. That wraps up Basso's "Eyes on the Prize" side job; climb back up the rope and exit the office.

Garrett's Challenge: "Find all City loot" (304/398)

The Path to Riches

After leaving the Illyrian Traders, go east across the nearby roof to reach the Fish-Hawker's Market. Keep to the shadows and carefully sneak past the patrolling Graven here as you make for the northeast rope. Beware of alerting the caged dogs as you near the rope.

Climb the rope and leap to the north ledge to reach a window that you can pry open. Do so to enter another building you couldn't explore before.

Area 7: White Sail's Office

Common Loot

Map Icon	Item(s)
	Candlestick
	Pen
	Picture frame
	Scissors
	Cup
	Earrings
	Scissors
	Gold coin
	Gilded bottle
	White Sails Trading Routes

Documents

Map Icon	Item(s)
	White Sail Captain's Notes

The White Sail's office is unguarded and filled with plunder. Swipe the candlestick off the reception desk, then check its drawers to find a pen and book that provides a new document. Go downstairs to collect a picture frame, two pairs of scissors, a cup, some earrings, and a gold coin.

GOODIE BOX
Document #132
South Quarter (13/14)
"White Sail Captain's Notes"

Garrett's Challenge: "Find all City loot" (312/398)

You've searched this office quite thoroughly, but you've yet to find the document you seek. Look up to see an overhead anchor beam. Lodge a rope arrow into the beam, then climb up.

Leap from your rope to reach a high shelf. Collect the gilded bottle up here, along with the document you seek. This document counts as a common loot item, and collecting it completes Basso's "The Path to Riches" side job.

Garrett's Challenge: "Find all City loot" (314/398)

Vittori's Last Act

Leave the White Sail's office and make your way south, heading for the Siren's Rest tavern. Speak with Vittori once you arrive and accept his final client job: "Sideshow Attraction." Restock your rope arrows and other resources with the tavern's shady merchant. When you've finished, make the long trek back up north, returning to Baron's Way South in the Stonemarket district.

A Grave Matter

Keep to the shadows in Baron's Way South, heading for the watchtower. Sneak behind the tower and vault the north railing to reach a shadowy porch. Remain here and wait for two Graven to approach from the north; one of them carries a torch.

When the two Graven turn around and begin to walk north, sneak behind them in pursuit. Don't harm them, and keep enough distance so that you aren't illuminated by the light of their torch. Otherwise, the Graven near the watchtower may spot you.

Keep sneaking north until you spot a dark alley on your left. Duck into this alley before the Graven you're chasing round on you.

Wait in the alley until the Graven move past, then exit the alley and head north to Market Street.

Area 8: Market Street

Common Loot

Map Icon	Item(s)
	Flask
	Pocket watch
	Coin purse
	Scissors

Collectible Loot

Map Icon	Item(s)
	Archibauld Northcrest's Obelisk

As you enter Market Street, you see more Graven murdering a member of the Baron's Watch in cold blood. Don't approach these vicious zealots, but look up and spot an anchor beam beyond a hole in the roof above you. Fire a rope arrow into the beam and climb up to enter the Watch Customs Office.

Area 9: Watch Customs Office

Common Loot

Map Icon	Item(s)
	Urn
	Letter opener
	Ink bottle
	Pen
	Flask
	Pen

Documents

Map Icon	Item(s)
	Register of Stolen Goods

Beware: The Watch Custom's Office is filled with lethal traps. Use Focus to identify the pressure plates, then carefully leap from your rope to ensure you don't land on any of them.

Sneak past the pressure plates to reach the control box on the far wall. Hack it to disable the traps, and open the nearby locked door.

Raid the small office's desk and cabinets to find some food and a variety of loot, along with a document. Collect the urn in the locked cabinet to complete Basso's "A Grave Matter" side job. Climb through the open west window to reach the high ledges at the north end of Baron's Way South.

GOODIE BOX
Document #133
Stonemarket (24/33)
"Register of Stolen Goods"

Garrett's Challenge: "Find all City loot" (320/398)

Area 10: Baron's Way South

Common Loot

Map Icon	Item(s)
	Bracelet
	Pile of coins
	Watch medal

Maneuver around the high ledges after climbing through the Watch Customs Office's open window. Leap to the west ledge and climb through another open window to visit a small bedroom.

You may have spied this bedroom before through a peephole, but this is the first time you've been able to enter it. Loot the bedroom to score a bracelet, a pile of coins, and a Watch medal. These are the last of the goodies that Baron's Way South has to offer.

Garrett's Challenge: "Find all City loot" (323/398)

Backtrack across the ledges and reenter the Watch Customs Office. This time, climb through its open east window to reach the Watch Customs Yard.

Area 11: Watch Customs Yard

This small yard is free of threats and plunder. Climb the southeast crates to discover a poppy in the corner, then climb back over the crates and unscrew the northeast vent. Sneak through the crawl space beyond.

Area 12: Watch Station Plaza

The crawl space leads to a plaza that's patrolled by a lone, torch-carrying Graven. Remain in your entry shed until the Graven moves to relieve himself near the southeast crates, then sneak behind him and put out his lights.

Note

You're now very close to one of the two entrances to Vittori's final client job, "Sideshow Attraction." Feel free to take on this job.

With the torch Graven down, snatch the pocket watch off the nearby table, then go north and swipe a flask off another table. Open this same table's small locked box to claim a broadhead arrow and a water arrow as well.

Garrett's Challenge: "Find all City loot" (325/398)

Now check the obelisk that stands in front of the Watch station. It features a familiar plaque. Unscrew it to claim another of these fine collectibles.

GOODIE BOX
Collectible Loot #62
City Heritage Plaques (14/16)
"Archibauld Northcrest's Obelisk"

Ector's Keep-sake

"Now that you've discovered the City's third obelisk, you can obtain the collectible on display in Ector's Emporium. Run around the City and press the obelisk switches in the following order: Kaitlin Court, Watch Station Plaza, and Moorsditch. Then visit Ector's Emporium to find the Golden Keep free for the taking!"

GOODIE BOX
Collectible Loot #63
Unique Loot (7/9)
"The Golden Keep"

The Graven in the street are nothing but trouble. Avoid them by entering the northwest shed to discover a rope that leads down to an underground passage.

Underground Passage

Common Loot

Map Icon	Item(s)
	Letter opener
	Pocket watch

Documents

Map Icon	Item(s)
	Bait and Switches 4

After descending the rope, unscrew the nearby vent and enter a crawl space. You can also opt to enter Vittori's "Sideshow Attraction" client job via the nearby gate.

Beware: When you exit the crawl space, you'll be in a small room with an unwary Graven. Knock out the Graven from behind, then collect the document on the desk. Search the desk's drawers to find a letter opener and a valuable pocket watch.

GOODIE BOX
Document #134
Stonemarket (25/33)
"Bait and Switches 4"

Garrett's Challenge: "Find all City loot" (327/398)

You've hit a dead end, so backtrack through the crawl space and continue exploring the underground passage. It's not long before you encounter a shady merchant. Refill your quiver before moving on.

When you reach the passage's end, climb up into a high crawl space. Navigate the crawl space, climbing to higher passages until you at last reach a vent. Unscrew the vent to return to Market Street.

Area 8: Market Street (Revisited)

Nice work; you've circumvented the Graven in the street. Proceed to Market Street's north end to reach the gate that leads to Northcrest Manor.

Fish Shop

Before going through the gate, vault the crates to the west and pry open a window to visit a small fish shop.

Collect the food and coin purse on the shop's table, then swipe the scissors off the crate in the back. There's nothing else of interest here, so exit to the street.

Garrett's Challenge: "Lift all City loot" (329/398)

To Northcrest Manor

It's been fun, but the time has come to track down the Baron. Pass through the nearby gate at Market Street's north end to begin your infiltration of Northcrest Manor.

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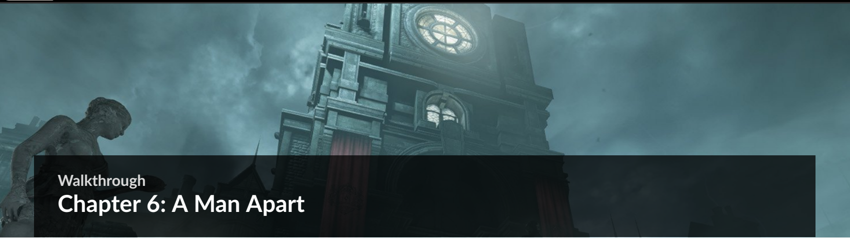


Walkthrough

Chapter 6: A Man Apart

It's time to pay the Baron a visit at Northcrest Manor and settle this once and for all. The Iron Leader of The City took Erin after the riots in the asylum so he might still have her at his house across the bridge in Auldale. With the Graven mob baying for the Baron's blood he likely won't be alive come sunrise.

Chapter Stats

Collectible **Loot** Items: 6
Common **Loot** Items: 90
Pockets to Pick: 33
Locks to Pick: 10
Threats (Guards): 22
Threats (Graven): 12

Thieving Challenges

Challenge		Playstyle	Reward
	Remain undetected	Ghost	425 G
	Disable 5 traps	Opportunist	300 G
	10 kills or knockouts	Predator	300 G
	Lift all loot items	Hybrid	400 G

Top Tips

Keep the following tips in mind to gain an advantage in this story chapter:

- Broadhead arrows make matters easier at several points. Use them to kill the caged dogs in the Courtyard and to slay this chapter's many guards from afar.
- Bring at least one rope arrow with you if you wish to infiltrate the manor through the attic.
- Once you're inside, the wrench and wire cutter tools are invaluable.
- Follow this walkthrough carefully and you'll complete all Thieving Challenges in one pass.

Objective 1: Find a Way into the Baron’s Mansion

Area 1: Courtyard

Common Loot

Map Icon	Item(s)
	Cup
	Cup
	Vase
	Vase
	Gold coin
	Gear
	Gold coin
	Knife
	Flask
	Wineglass
	Knife
	Flask
	Vase
	Candlestick
	Ring

Collectible Loot

Map Icon	Item(s)
	Greater Ruststain
	Elias Northcrest Statue

Documents

Map Icon	Item(s)
	Manor Courtyard Map

You begin in a familiar courtyard—the same courtyard you infiltrated with Erin so long ago. Begin by climbing onto one of the courtyard's stone archways to get a better view of the grounds.

Only one guard patrols the courtyard, and he's easy prey for you. Predators can score aerial takedowns from the height of the stone archways, while Opportunists can simply sneak behind the guard, pick his pocket, and then knock him out from behind. Just beware of the water; sneak through it slowly or you'll make noise.

Caution

There's also a caged dog to the north. It will detect you and begin to bark if you move too close.

Thieving Challenge: "10 kills or knockouts" (1/10)

Sneak to the courtyard's east side, then run and climb onto the broken stone archway near the caged dog. Do this quickly, before the dog detects you and begins to bark. Or simply kill the dog with a broadhead arrow, gaining some Predator points and advancing your Thieving Challenge again.

Thieving Challenge: "10 kills or knockouts" (2/10)

Once you're on top of the stone archway, leap to the south half and find a collectible loot item hidden in a bird's nest.

GOODIE BOX
Collectible Loot #66
The Pinned Castinets (3/6)
"Greater Ruststain"

After pocketing the collectible, drop from the archway and make for the west cabinet. Use the cabinet to save your game, then sneak south to begin exploring the courtyard's southern half.

The West Guards

Many more guards defend the courtyard's south half. Sneak close to the pair of guards near the west wall, and wait for them to finish their chat as you lurk in the shadows near a tree with a rake leaning against it.

When the guards finish talking, one of them will walk off to the south, while the other walks closer to you. Sneak behind the closer guard when he pauses and turns to face a torch, then pick his pocket and knock him out. You can leave his body here.

Thieving Challenge: "10 kills or knockouts" (3/10)

Now sneak toward the other guard, peeking around a crate to spy on him. His patrol route takes him near a third guard, who stands stationary to the south.

The guard's patrol takes him uncomfortably close to the crate you're using as cover, but he won't see you. The moment he turns to walk back toward the stationary guard, swoop behind him and knock him out. Do this quickly, before he moves into the light cast by the nearby brazier. Collect the cup on the nearby crate after the deed is done.

Thieving Challenge: "10 kills or knockouts" (4/10)

Thieving Challenge: "Lift all loot items" (1/90)

Now for the stationary guard. He's easy prey for a headshot kill, but you can also knock him out from behind (swoop through the light to slip past him) or set him ablaze by using a fire arrow to ignite the flammable liquid he's standing in. No one will notice this guard's demise, so neutralize him however you like.

Thieving Challenge: "10 kills or knockouts" (5/10)

Open the small box that sits on the crates near the stationary guard's position to obtain a broadhead arrow and a water arrow. Move to the other side of the crates and snatch another cup that sits atop them. You're now able to pickpocket and knock out the stationary guard if you haven't already slain him.

Thieving Challenge: "Lift all loot items" (2/90)

The East Guards

With all three west guards disposed of, begin sneaking east. Hug the courtyard's south wall as you make for the manor, vaulting a low wall to keep to the safety of the shadows. Enter the cabinet in the south nook to save.

Careful: A crossbow guard patrols the east balcony near the manor's front entrance. When he is peering over the south railing, snatch the vase on the central bridge, then climb onto the stone archways that surround the bridge.

Thieving Challenge: "Lift all loot items" (3/90)

From the height of the archways, you have a perfect view of the remaining guards. A total of four defend the east balcony. The captain and a crossbow guard remain stationary near a crate on the balcony's north side, another crossbow guard peers over the railings near the south stairs, and a sword guard walks a long patrol that takes him from the north stairs to the south stairs. The patrolling sword guard will be your first victim.

Beware of Dog

Though it's tough to spot from the top of the archways, a dog is also caged on the north stairs' landing. Be sure to avoid it, for killing it will alarm the patrolling guard.

Courtyard Coinage

Before you make a move against the remaining guards, let's go after the Courtyard's lingering loot. Drop from the archway's northeast corner and collect the other vase near the stone bridge. Climb back up and move west across the archways, spying a single gold coin beneath the bridge. Drop and collect the coin without fear of making noise or being seen; you're too far away from the balcony guards. Use the south cabinet to save again after claiming the coin.

Thieving Challenge: "Lift all loot items" (5/90)

Fountain Fun

Sneak through the south shadows again after saving your game, heading for the south stairs. Rather than going up the stairs, open the lower door that leads to a small control room beneath the balcony.

The control room features two light switches, a save cabinet, and a valve wheel. Hit the switches to darken the room, collect a gear from the ground near the south door, then enter the cabinet to save.

Thieving Challenge: "Lift all loot items" (6/90)

Turn the control room's valve wheel to shut off the Courtyard's water fountain. This won't cause any suspicion or draw any of the guards' attention—in fact, they'll be happy to finally have some peace and quiet.

To the Sewers!

With the water shut off, you can leave the Courtyard's remaining guards alone and return to the Courtyard's north half (where you began this mission) to sneak into the manor through the drainage system. Even if you don't wish to enter the sewers, you can collect a knife from the entrance, then return to the fountain's control room and carry on with this walkthrough. See the following "Drainage" sidebar if you prefer this superefficient stealth approach.

Balcony Bandit

Once the water is off, climb through the window above the valve wheel and onto the fountain. Sneak very slowly to avoid making noise in the fountain's standing water.

Collect a gold coin from the edge of the fountain, then climb onto the balcony above. Sneak very slowly and you won't make any sound. The cover of darkness also ensures that the surrounding guards won't be able to detect you, even though you'll be right in their midst.

Thieving Challenge: "Lift all loot items" (7/90)

After climbing up the fountain, use the wrench tool to unscrew the plaque on the Baron's statue, and another collectible will be yours.

GOODIE BOX
Collectible Loot #67
City Heritage Plaques (16/16)
"Elias Northcrest Statue"

You're now on the balcony. The patrolling sword guard will be your first victim. Face south and study the patrolling crossbow guard. When the patrolling sword guard moves to check the south stairs, sneak north, slipping behind the captain and his crossbow guard escort.

Slip around the Baron's statue, taking cover in the dark nook behind the statue's base. Peek around the statue, spying on the patrolling sword guard as he approaches from the south. He'll stop near the statue and pause for a moment to check the manor's barricade. Take the opportunity to pick his pocket and knock him out. (No other guards will hear the struggle or notice the body here.)

Thieving Challenge: "10 kills or knockouts" (6/10)

The south crossbow guard is your next victim. Peek around the crate on the statue's south side and study his patrol. Swoop behind the south crossbow guard when he turns his back to you, steal both of his coin purses for pickpocketing points if you like, then knock him out. The captain and his escort to the north won't see or hear the commotion.

Thieving Challenge: "10 kills or knockouts" (7/10)

Now only the captain and his crossbow guard escort remain. Before making your approach, sneak into the dark southeast nook, where you find a knife on a crate and a flask on the ground behind it.

Thieving Challenge: "Lift all loot items" (9/90)

Sneak back around the Baron's statue, snatching a wineglass off a crate as you slip behind the captain. Steal the captain's coin purse, along with the document he carries. Knocking out the captain will result in the nearby crossbow guard attacking you, so leave both men be unless you want to start a fight. You could try to create distractions with throwables or blunt arrows if you'd like to draw the men away from each another, but there's really no need.

GOODIE BOX
Document #136
Chapter 6 (1/12)
“Manor Courtyard Map”

Thieving Challenge: “Lift all loot items” (10/90)

With most or all of the Courtyard guards neutralized, it’s time to choose your next path. The drainage system is an easy way into the manor, while the north path features more guards to play with (and more loot to steal). Due to the north path’s additional challenges, this walkthrough will guide you along here. If you’d prefer to sneak in through the drainage system, see the following sidebar.

Optional Area: Drainage (Sewers)

You can enter the manor’s filthy sewers after you’ve shut off the Courtyard’s water supply. This is done by sneaking into the control room under the Courtyard balcony and turning the valve wheel to shut off the nearby fountain. Once the water is no longer flowing, sneak back to the Courtyard’s north half (where you began the mission), and spy the sewer entrance in the east wall, which had been previously blocked by a small waterfall.

There’s nothing of interest to discover in the sewers, but there is a knife right at the entrance. Completists can collect this bit of loot without dropping into the sewers, then return to the Courtyard’s south half and proceed to explore the north path (which leads to more loot.)

If you decide to take the sewers, move straight through and then climb out when you reach the end to begin your stealthy infiltration of the manor’s cellars.

Thieving Challenge: “Lift all loot items” (11/90)

The North Path

Three more guards patrol the north path. Eavesdrop on their conversation, and study their positions. One guard patrols near the cellar stairs’ railing; another stands at the top of the cellar stairs, hunched over a crate; and a third guard patrols to the north.

After studying the guards, vault the low wall near the manor wall to reach a dark nook. Swipe a flask off the crate here.

Thieving Challenge: “Lift all loot items” (12/90)

Climb back over the low wall. This time, descend the nearby steps and vault the wall on your left to reach another dark nook with a cabinet. Enter the cabinet to save your game.

Now things get tricky. Exit the cabinet and spy a vase on the lamppost near the cellar stairs' railing. Swoop to collect the vase while the nearby guard is walking north (away from you). Quickly return to the shadows near the cabinet before the guard returns, and enter the cabinet again to save.

Thieving Challenge: "Lift all loot items" (13/90)

Note

At this point, you can easily vault the cellar stairs' south railing and sneak into the cellars to begin your infiltration of the manor. However, there's more loot to be had if you continue exploring the courtyard path.

Sneak north through the shadows, hugging the west wall. This time, when the nearby patrolling guard is moving south, swoop through the light to reach more shadows in the path's northwest corner.

Sneak toward the north wall's torch, but don't enter the light. Instead, stand up and study the other patrolling guard. The guard pauses near the top of the stairs, then moves east down the path. When he isn't around, use a water arrow to douse the nearby torch, then pursue the guard east.

Careful: There's a caged dog ahead near the north wall. Allow the guard to leave, then swoop over and swipe the candlestick from the crate near the dog. Continue moving east and use the northeast cabinet to save.

Thieving Challenge: "Lift all loot items" (14/90)

Getting the Guards

At this point, you can opt to take out the guards you've just snuck past. Doing so will advance your Thieving Challenge and will earn you a bit of gold from the purses they carry. Begin by using a broadhead arrow to kill the caged dog while the nearby patrolling guard isn't around. He won't notice that the dog is dead when he returns.

Note

You don't need to kill the dog, but doing so makes it a little easier to knock out the patrolling guard.

Thieving Challenge: "10 kills or knockouts" (8/10)

Sneak close to the deceased dog and wait for the guard to arrive. When he turns to leave, steal both of his coin purses and then knock him out.

Thieving Challenge: "10 kills or knockouts" (9/10)

Now sneak back toward the other two guards, hugging the outside wall to keep to the shadows. The stationary guard is your next victim. Linger in the shadows behind him, then swoop up and steal both of his coin purses the minute the other guard turns to walk south. Swoop backward to return to the shadows after stealing his coin.

There's no need to harm the guards at this point—they've no more valuables to steal—but you can take them out if you like. Again, wait in the shadows until the patrolling guard turns to walk south, then swoop up and knock out the stationary guard from behind. Hold the Melee Attack/Takedown button so that you grab him after the knockout, then drag him into the shadows and toss his body to the ground. The remaining guard is now easy prey.

Thieving Challenge: "10 kills or knockouts" (10/10)

Attic Entry

Return to the northeast cabinet and save, then climb onto the nearby broken stone archway.

Garrett notices some large crates hanging overhead. Fire a blunt arrow at the hinge of the rope that's holding the crates, and the crates will fall. Don't worry, the guards won't hear the noise (assuming you've left them conscious).

Ignore the crates for the moment and leap the gap in the archway. Move to the walkway's end to discover a ring in a bird's nest. Collect this last piece of loot from the courtyard area.

Thieving Challenge: "Lift all loot items" (15/90)

Drop from the archway and climb onto the crate you've knocked down. From there, climb even higher. Then look up and fire a rope arrow at the overhead anchor beam.

Leap out and grab your rope, then climb to the manor's top-floor window. Pry open the window to at last begin your infiltration of the manor.

Objective 2: Confront the Baron in His Private Study

Area 2: Attic

Common Loot

Map Icon	Item(s)
	Gilded bottle
	Letter opener
	Coin purse

Documents

Map Icon	Item(s)
	Guard’s Letter

The manor’s attic is free of guards—no one’s expecting the Graven to enter from up here. Collect a gilded bottle from the north nook, then open the east door to reach the outer hall.

Thieving Challenge: “Lift all loot items” (16/90)

Careful: A guard is setting a trap up in the hall. Sneak behind him, steal his gold, and then knock him out. Alternately, climb onto the nearby crates to reach the overhead rafters and score an aerial takedown for some Predator points.

With the guard down, collect a letter opener and a note from the table at the hall’s south end. Go north and swipe a coin purse off the east table, then descend the stairs to reach the manor’s second floor. (No guards patrol the stairwell.)

GOODIE BOX
Document #137
Chapter 6 (2/12)
“Guard’s Letter”

Thieving Challenge: “Lift all loot items” (18/90)

Area 3: Second Floor

Common Loot

Map Icon	Item(s)
Sitting Room	
	Pocket portrait
	Watch medal
Master Bedroom	
	Letter opener
	Ink bottle
	Coin purse
	Perfume bottle
Hallway & Storage Rooms	
	Pocket portrait
	Baron’s bust
Guest Room	
	Letter opener
	Coin purse
	Baron’s bust
Library	
	Ink bottle
	Letter opener
	Chess piece
	Pocket portrait

Collectible Loot

Map Icon	Item(s)
Old Family Chapel	
	Heart of the Lion

Documents

Map Icon	Item(s)
Sitting Room	
	The Awakened
Master Bedroom	
	Vivian
Hallway & Storage Rooms	
	Steward’s Letter
Guest Room	
	Burnt Letter
	Sterility
	Reunited
Library	
	Manor Floor Plan
	Coronation

2F North Stairwell

The north stairwell connects to every floor of the mansion, including the cellar. This walkthrough will guide you through each floor in turn. When you reach the second floor, use a cabinet to save your progress.

Traps in the Hall

Beware: There are two traps in the second floor’s hall. Disarming the first requires the wrench and wire cutter tools. Before advancing down the hall, climb onto the tall crate in the stairwell, then climb onto the high shelf above.

Tip

Use Focus regularly to identify Northcrest Manor’s many traps, and save often.

Once you’re on the high shelf, use the wrench tool to open a vent and sneak into the nearby sitting room. Cross the room’s high pipe and use the wrench tool again to open the next vent, returning to the hall.

Opening the second vent places you on another high shelf out in the hall. Use the wire cutter tool on the nearby control box to disable the floor trap in the hall below. Now you can safely drop down and explore this section of the hall.

Library Shortcut

If you entered the manor from a different place and are attempting to move north through the second-floor hall, this floor trap will present a lethal obstacle. To avoid it, enter the east library and climb onto the north shelf to reach a high vent. Unscrew the vent and go through the opening to reach the master bedroom, circumventing the floor trap in the hall.

Thieving Challenge: “Disable 5 traps” (1/5)

Beware: The east door is also trapped. To disable this trap, climb onto the large covered cabinet near the trapped door and then climb onto the shelf above.

The shelf leads to another control box. Cut the wire to disarm the door trap below.

Thieving Challenge: “Disable 5 traps” (2/5)

2F Sitting Room and Master Bedroom

With the door and floor traps disabled, it’s safe to explore the nearby sitting room and bedroom. Collect a new document from each room, along with six pieces of loot. Don’t miss the perfume bottle in the master bath.

GOODIE BOX
Document #138
Baron Northcrest (2/13)
“The Awakened”

GOODIE BOX
Document #139
Baron Northcrest (3/13)
“Vivian”

Thieving Challenge: “Lift all loot items” (24/90)

Peer over the sitting room’s railing to spy on a pair of soldiers in the Great Hall below. You can perform an aerial takedown on one of the men from this high vantage point, but let’s keep to the second floor for the moment.

2F Hallway and Storage Rooms

When you've finished searching the sitting room and master bedroom, continue moving down the hall. Collect the pocket portrait on the ground just past the floor trap.

Thieving Challenge: "Lift all loot items" (25/90)

Ignore the locked double doors on your left, which lead to the spacious library, and open the unlocked door ahead to enter a small storage room. Soft light shines through a hole in the south wall.

Peer through the hole to discover the Baron's secret vault. Excellent; now you just need to find a way in.

Exit the storage room and continue moving down the second-floor hall. Open the next door on your right to visit another small storage room. Collect a letter that rests on a sofa here, then hack the control box to disable the trap on the nearby locked door.

GOODIE BOX
Document #140
Chapter 6 (3/12)
"Steward's Letter"

Thieving Challenge: "Disable 5 traps" (3/5)

Exit the second storage room and climb onto the covered cabinet across the hall. Collect the Baron's bust that sits up here.

Thieving Challenge: "Lift all loot items" (26/90)

Guest Room

Drop from the cabinet and pick the locked door across the hall. Beware: This door is trapped, and any attempt to open it will harm you until you've disabled the control box in the adjacent storage room.

This lavish bedroom is filled with items of interest. Loot every cabinet and drawer, along with the chest near the bed. Collect the letter near the fire, the book on the end table, and the book in one of the cabinets to claim three more documents. Use the other cabinet to save your progress.

GOODIE BOX
Document #141
Chapter 6 (4/12)
"Burnt Letter"

GOODIE BOX
Document #142
Baron Northcrest (4/13)
“Sterility”

GOODIE BOX
Document #143
Baron Northcrest (5 /13)
“Reunited”

Thieving Challenge: “Lift all loot items” (29/90)

Exit the guest room and inspect the painting on the wall across the hall. Don’t advance any farther down the hall, for a deadly floor trap will bring your adventures to a swift end.

The painting’s frame has two triggers. Press them both to activate a revolving door that deposits you in the secret room you spied through the peephole earlier.

Area 4: Old Family Chapel

The Baron has converted his family’s chapel into a magnificent vault. The central chest features two puzzling locks. Before touching either one, peek through the small hole in the chest’s side.

Looking inside the chest, you can see how the locking mechanisms work. A weight must be lowered past four discs, each with a notch that allows the weight to slip through. The weight is already hanging past the first disc, so only the bottom three need to be aligned.

It may seem counterintuitive, but the controls needed to manipulate the discs are actually the ones on the chest’s south side (opposite from the interior discs). Leave the top control disc be, and turn the second control disc from the top once to the right. Turn the third disc from the top once to the left, and turn the fourth and lowest disc twice in either direction.

After aligning the south controls, the lion head on top turns, and its eyes light up. One more to go.

You can’t peek inside the chest to glimpse at the other set of discs, but no matter—this one’s easy. Just spin the north control discs until red coloring appears on each disc (as pictured).

After solving both lock puzzles, a massive gemstone rises from the chest. Collect this precious prize to relieve the Baron of his most treasured possession.

GOODIE BOX
Collectible Loot #68
Unique Loot (8/9)
"Heart of the Lion"

With the Baron's gemstone tucked away, pull the painting's triggers again to exit the treasure room. Advancing any farther down the hall is perilous, for another floor trap presents a lethal obstacle. Backtrack to the locked double doors you noticed earlier, and pick the lock to enter the library instead.

Area 5: Library (Second Floor)

Beware: The Baron's lavish library is patrolled by a guard, and there are more within earshot on the first floor below. The second floor's lone watchman walks a rectangular patrol near the stairs to the east. Wait until the patrolling guard walks past, then sneak behind him and knock him out.

Alternately, lodge a rope arrow in the north or south anchor beams, then climb up to the library's rafters. From this height, you can perform an aerial takedown on the patrolling guard.

With the guard disposed of, you can loot the library's second floor more easily. Feel free to snuff out candles, but be careful not to stir the caged bird on the east table. Swipe the document near the bird, and search the central desk's drawers for more loot. Collect the book on the shelf near the central desk, and grab the chess piece near the chess board and the pocket portrait on the railing near the north stairs.

GOODIE BOX
Document #144
Chapter 6 (5/12)
"Manor Floor Plan"

GOODIE BOX
Document #145
Baron Northcrest (6/13)
"Coronation"

Thieving Challenge: "Lift all loot items" (33/90)

You could take the east stairs down to the library's first floor, but we haven't finished searching the second floor yet. Unlock the library's south door and head through to return to the second floor's hall.

2F Hallway: South End

You're now exploring the south end of the second floor's hall, having circumvented the deadly floor trap by your jaunt through the library. Let's go back and disable that trap.

Move through the unguarded hall, snuffing out candles and hitting a light switch to create darkness. Ignore the waiting hall that lies to the south, for there's little of interest on its second floor. Advance down the hall until you reach the floor trap that stopped you earlier; climb the scuffed wall on your right to reach a high shelf.

Use the wire cutter tool to disable the control box above the shelf. This disarms the trapped floor below you. Assuming you managed to disable the other floor trap to the north, the entire second-floor hall is now safe for passage.

Thieving Challenge: "Disable 5 traps" (4/5)

Drop from your perch and climb the opposite wall to reach another high shelf. This one leads to a vent that you can open with the wrench tool. The vent merely leads back into the guest room that you've already plundered.

To the Cellars

You're all done with the second floor now. You could begin exploring the manor's first floor at this point, but let's check the cellars first. Continue moving north down the hall, then use a stairwell cabinet to save before descending the north stairwell to reach the cellars. Be careful not to be spotted by the guards who patrol the first floor's hallway as you go.

Area 6: Cellars

Common Loot

Map Icon	Item(s)
	Gilded bottle
	Gilded bottle
	Coin purse
	Vase

Open the door at the bottom of the manor's north stairwell to reach the unguarded cellars. Hit the light switch on your left to darken the room, then check behind a barrel to find a gilded bottle on the wine rack.

Thieving Challenge: "Lift all loot items" (34/90)

Proceed down the hall and enter the next room on your left. Collect some food and another gilded bottle here, but don't hit the light switch near the stairs or you'll draw the curiosity of the guard in the kitchen above.

Thieving Challenge: "Lift all loot items" (35/90)

Return to the hall, but beware: There are traps just ahead. Carefully sneak past the raised floor panels without touching them to avoid setting off the traps.

Once you're past the traps, look for a small control box at the hall's west end. Hack the box to disable the traps you've just snuck past and complete one of your Thieving Challenges. Enter the nearby door to explore the cellars' final room.

Thieving Challenge: "Disable 5 traps" (5/5)

Had you snuck into the manor through the cellar stairs or drainage system, you'd find yourself in this room. Snatch the coin purse from the ground near the stairs, then maneuver past some clutter to explore the room's west half.

Thieving Challenge: "Lift all loot items" (36/90)

Collect the vase near the room's locked west door. If you pick the lock and open the door, you'll find yourself back in the Courtyard area's north path. Had you opted to take the north path's stairs, you would have entered the manor from here. There's no need to pick the door lock or step outside unless you have unfinished business with the north path's guards.

Thieving Challenge: "Lift all loot items" (37/90)

The time has come to explore the manor's first floor. Backtrack through the cellars and enter the southeast room. Ascend this room's stairs to reach the kitchen.

Area 7: First Floor

Common Loot

Map Icon	Item(s)
Kitchen	
	Saucer
Great Hall	
	Gilded bottle

	Wineglass
	Saucer
	Wineglass
	Saucer
	Saucer
	Wineglass
Bedroom	
	Watch medal
	Perfume bottle
	Pocket portrait
Hallway	
	Watch medal
	Coin purse
Library	
	Letter opener
	Coin purse
	Ink bottle
Lounging Room	
	Chess piece
	Chess piece
	Baron’s bust
Storage Rooms	
	Baron’s bust
	Coin purse
	Perfume Bottle

Collectible Loot

Map Icon	Item(s)
	Sapphire Circle

Documents

Map Icon	Item(s)
First Floor Bedroom	
	Dismissal Notice
Library	
	The Primal
	Annabel's Note
Lounging Room	
	The Tome
	Eastwick's Letter

Our explorations of Northcrest Manor's first floor begin in the kitchen. Collect the saucer on the shelf, then peek through the west door's keyhole and spy on the stationary guard who stands just beyond the door, in the Great Hall.

Thieving Challenge: "Lift all loot items" (38/90)

Area 8: Great Hall

Keep peeking through the keyhole, waiting patiently for another guard to walk past. This guard's patrol takes him through the Great Hall, around the first floor's hall, into the east bedroom, and back to the Great Hall. Wait for the patrolling guard to walk past the stationary guard, then open the door, pick the stationary guard's pocket, knock him out, and drag him into the kitchen.

Enter the Great Hall, then turn around and climb the wall near the kitchen door to reach a high ledge. Wait for the patrolling guard to return, then knock him out with an aerial takedown. You can also simply drop and knock him out from behind, or use the room's many throwables to lure the guard beneath one of the chandeliers and then crush him for some bonus Opportunist points.

Plunder the Great Hall for an assortment of valuables, looting the east cabinets and the south table. There's also some food on the floor near the west window.

Thieving Challenge: "Lift all loot items" (45/90)

First-Floor Bedroom

When you've finished looting the Great Hall, cut through the kitchen and enter the east bedroom. Collect the letter on the coffee table, raid the cabinets and the end table's drawers, and grab the perfume bottle in the bathroom. Use another cabinet to save afterward.

GOODIE BOX
Document #146
Chapter 6 (6/12)
“Dismissal Notice”

Thieving Challenge: “Lift all loot items” (48/90)

Return to the first floor’s main hall and go south just a bit to reach the library’s double doors. Raid the nearby locked table to find a watch medal, then enter the library.

Thieving Challenge: “Lift all loot items” (49/90)

Area 9: Library (First Floor)

Beware: Three guards defend the library’s first floor. Caged birds also hang near the north and south stairs, so don’t swoop when you’re near them. The lantern-carrying guard will be your first victim. He walks a long patrol route around the library’s east bookshelves. Collect the letter opener under the table near the north stairs, then sneak through the shadows and climb onto the east bookshelves when the guard isn’t around.

Thieving Challenge: “Lift all loot items” (50/90)

Study the lantern guard’s patrol route and wait for a chance to knock him out with an aerial or stealth takedown. The farther away you are from the north caged bird and west officers, the better. Try to knock out this guard while he’s patrolling near the east windows.

Now for the officers. Knocking them out unnoticed is impossible due to the nearby fire. Sneak up behind the stationary captain, and you can pick his pockets safely while standing in his shadow. Don’t go for the takedown or the officer will round on you.

There’s also a coin purse on the chair near the captain and a book that’s worth reading on the nearby bookshelf. Swoop past the captain to reach these items unseen. Climb over the bookshelf to safely escape.

GOODIE BOX
Document #147
Baron Northcrest (7/13)
“The Primal”

Thieving Challenge: “Lift all loot items” (51/90)

The officer also carries a document and some coin. Again, you can steal both of these by using the man's own shadow as cover. Sneak back over to the north shadows and wait for the officer to move to the table's north end, then pick his pockets. This guard's note gives you the combination for a strongbox in the lounging room, which you'll soon explore.

GOODIE BOX

Document #148

Chapter 6 (7/12)

"Annabel's Note"

There's no need to eliminate the officers, but if you feel like doing so, dousing the fire is the way to start. Use a water arrow to douse the fire in the hearth, then switch to a broadhead arrow and pick off the captain with a headshot. The remaining officer will hear the captain fall, but he won't detect you in the darkness. Flee to the top of a bookshelf and wait for the officer's suspicions to fade; then take him out with a stealth takedown. This approach costs you two arrows but spares you from detection.

Whether or not you dispatch the officers, be sure to claim the ink bottle from the library's southeast corner (beneath the south stairs). Backtrack through the library, using the northwest door to return to the hall. (Don't exit through the library's south door.)

Thieving Challenge: "Lift all loot items" (52/90)

Lounging Room Approach

The note you stole off the officer in the library gave you the combination to a safe in the lounging room. Exit the library through its northwest door to return to the first floor's main hallway, then head south. Careful: A pair of guards stands watch at the hall's south end. One guard remains stationary, while the other paces back and forth, moving into and out of the east lounging room's south door.

Quickly snuff out the candles that sit on the small nearby table, then search the tables drawers for a coin purse. Sneak over to the nearby cabinet and save.

Thieving Challenge: "Lift all loot items" (53/90)

You could swoop through the lounging room's open north door, but there's a safe way into the room. Open the door across from the hallway's save cabinet to enter a small closet. Climb onto the shelves, then climb onto a high pipe. Use the wrench tool to open the vent here and sneak into the lounging room.

Lounging Room

Once you're in the lounging room, sneak around the furniture to remain hidden in the west shadows. Don't swoop or you'll startle the caged bird. As you swipe a book off the north shelf and two chess pieces and a letter off the central tables, be careful that you aren't spotted by the pacing guard who regularly pokes his head into the room.

GOODIE BOX
Document #149
Baron Northcrest (8/13)
“The Tome”

GOODIE BOX
Document #150
Chapter 6 (8/12)
“Eastwick’s Letter”

Thieving Challenge: “Lift all loot items” (55/90)

The letter hints at the Baron’s second-floor treasure vault, but you’ve already raided it. However, the lounging room’s safe has yet to be plundered. Use a water arrow to douse the fire, then knock out the pacing guard when he moves to relight it. The stationary guard won’t hear or see his comrade fall.

Sneak to the room’s south end to find the safe in the west wall. The safe’s combination is found in the document that you stole from the officer in the library. The combination is 8, 8, 9.

The safe contains a valuable Baron’s bust, along with a collectible ring. Pocket both and then close the safe so that no one’s the wiser.

GOODIE BOX
Collectible **Loot** #69
Serendi Stone Circles (6/7)
“Sapphire Circle”

Thieving Challenge: “Lift all loot items” (56/90)

Storage Rooms

After raiding the lounging room, backtrack through the north door. Snuff out the candles outside the door if you haven’t already. With the candles out, it’s safe to cross the hall and enter the nearby storage room. Of course, you can simply kill the stationary guard now with a headshot if you prefer.

Kill the lights in the storage room, then use the cabinet to save. You can peek through a hole here to spy on the captain in the library, assuming you let him live. Collect the Baron’s bust from the central shelf and the coin purse from the back room, and then use the cabinet again to save.

Thieving Challenge: “Lift all loot items” (58/90)

If you have the wrench tool, you can use it to open the vent above the save cabinet. Climb up and pry open the vent to enter the adjoining storage room.

Carefully drop from the vent and avoid breaking the bottles on the table below. Search the table's drawers to find a perfume bottle, then enter the cabinet to save.

Thieving Challenge: "Lift all loot items" (59/90)

Waiting Hall Approach

You've now explored all of the first floor except the southern Waiting Hall. Open the storage room's door, and you'll be right near the stationary guard (assuming you haven't killed him yet). If you'd prefer to knock out this guard and conserve your arrows, return to the library and exit through its south door.

The Waiting Hall is nearby, but there's still the matter of the stationary guard in the hallway. He can spot you while looking over his right shoulder, and the hall's caged bird makes swooping behind him tricky. Hit the light switch near the Waiting Hall's doorway to darken the hall, then sneak toward the stationary guard.

Be careful of moving or getting too close to the guard while he's looking over his right shoulder. Sneak behind him and steal both his purses, then knock him out. Sneak back down the hall a bit and enter the Waiting Hall.

Area 10: Waiting Hall

Two guards stand watch over the Waiting Hall's ground floor. One of these guards carries two purses; the other is broke. Extinguish the room's northwest candles, then sneak behind the wealthy guard and steal his gold.

Tip

If you like, use throwables and blunt arrows to lure the Waiting Hall's guards beneath the chandeliers, then bring them down on their heads to score some bonus Opportunist points.

Retreat to the shadows after picking the guard's pocket. Sneak east, heading for the archway beneath the east stairs. On either side of this archway are pedestals that you can climb. Scale one of them, then climb onto one of the small stone ledges above.

Move to a stone ledge that's close to the room's second-floor balcony. Vault the balcony's railing to reach the Waiting Hall's second floor.

Your great explorations of Northcrest Manor are nearly complete. Enter the west door to begin your search of the Study Tower, where the Baron has locked himself away.

Area 11: Study Tower

Documents

Map Icon	Item(s)
	Deathbed Confessions

Baron Northcrest has blockaded himself within this most defensible spire. The door beyond the Waiting Hall has been barricaded, but that won't stop you. Climb up to a high crawl space and sneak into a side room that's full of pipes.

Drop into the side room, then climb a vertical pipe. Maneuver across the pipes to reach another high crawl space. Pass through this second crawl space to circumvent the blockade and land in the Study Tower.

Climbing Higher

The Study Tower is in a state of ruin; its stairs have been totally shattered. Climb onto the central elevator shaft to begin your ascent.

Scaling the elevator shaft is a straightforward process. Use Focus to identify each climbable pipe and handhold as you go. You'll need to circle around the shaft at various points as you ascend.

When a gear gets in your way, press the Run/Climb/Jump button to leap past it. After you do so, the elevator lowers, carrying two unsuspecting guards down to the level on which you began.

When the elevator comes to a stop, you can move past the next gear and shimmy around the corner. Climb up another pipe and shimmy to the left, then drop onto the covered pipe below.

Nice climbing. Leap over to the nearby stairs and go down to find a book on a chair, which provides another informative document.

Head upstairs to at last reach the doors to the Baron's study. Save your game and then head inside.

GOODIE BOX
Document #151
Baron Northcrest (9/13)
"Deathbed Confessions"

Objective 3: Enter the Ceremony Room

Area 12: Waiting Hall 2F (After the Graven Attack)

Common Loot

Map Icon	Item(s)
	Bond
	Vase
	Desk bell
	Scissors
	Bond
	Scroll holder
	Scroll holder
	Pen
	Urn
	Watch seal
	Bond
	Bond
	Urn

Documents

Map Icon	Item(s)
	Manor Duties
	Loose Ends

Collectible Loot

Map Icon	Item(s)
	The Married Spinster

After riding down the Study Tower's elevator, you'll find the door ahead, which was previously blocked, to be open. Head through and pick the next door's lock to enter the Waiting Hall.

Beware: The Waiting Hall is now crawling with Graven on high alert. These guys are nothing but trouble, but it's possible to take them out. Quickly grab the first Graven's coin purse and knock him out before he advances too far around the balcony.

The west balcony is blocked, so advance along the east balcony. Careful: Another Graven emerges from the east hallway as you go. If you're quick, you can swoop up and knock him out from behind before he advances too far. You won't be able to pick his pockets, but you can simply loot his body afterward.

The east hall is ruined, and large fires prevent you from exploring very far. Continue moving along the balcony instead, spying on the Graven at the top of the east stairs. Vault the railing and hop across the small stone ledges near the stairs. Cross these ledges to remain hidden in darkness as you sneak up on the guard at the top of the stairs who's checking on his fallen comrades.

Leap to the shadows on the stairs, landing behind the guard. Knock him out from behind and then drag his body upstairs and into the southeast shadows.

Cross the stairs and advance toward the second floor's west hallway, which was previously inaccessible. A Graven emerges from the west hall as you reach the west balcony. Hide in the southwest shadows, then knock out the Graven after he walks past.

2F West Hall

Go north down the hall until you witness a Graven cut down a guard in cold blood. Wait for the Graven to move west (away from you), then sneak forward and snuff out the candles on the crate.

Climb onto the nearby save cabinet, then climb onto the narrow shelf above. From there, climb onto the thick pipe that spans the hall. Remain on this pipe and wait for the patrolling Graven to return. When he pauses to inspect the save cabinet, knock him out with an aerial takedown.

Climb back onto the pipe and cross it to enter the south room. Another Graven is searching the room's two wall safes. Sneak along the room's east pipes and knock out the Graven with another aerial takedown when he moves to inspect the east safe. (You can also simply drop and knock him out from behind.) Collect the bond on the nearby table afterward.

Thieving Challenge: "Lift all loot items" (60/90)

Snuff out the room's candles and collect the vase that sits on the floor near the central crates. You've yet to discover the west wall safe's combination, so ignore it for the moment and proceed through the west door.

Thieving Challenge: "Lift all loot items" (61/90)

Collect the desk bell from the hall's west nook, and use the razor tool to slice the nearby painting out of its frame.

GOODIE BOX
Collectible Loot #70
The Court of Montonessi (11/12)
"The Married Spinster"

Thieving Challenge: "Lift all loot items" (62/90)

Go north and pickpocket the remaining guard in the north hallway, then knock him out from behind. Swipe the scissors off the nearby shelf, and use the cabinet to save.

Thieving Challenge: "Lift all loot items" (63/90)

Return to the west hall and climb the tall crate at the south end to reach the next area. You'll return to explore the Waiting Hall's first floor shortly.

Climb back onto the cabinet and up to the narrow shelf above. This time, ignore the piping and sneak through the crawl space in the north wall.

Snatch a note and bond from the crawl space's east end, then move through its west end to reach a small room that's filled with loot. Collect two scroll holders, a pen, and another document from this room, then backtrack out.

GOODIE BOX
Document #152
Chapter 6 (9/12)
"Manor Duties"

Thieving Challenge: “Lift all loot items” (67/90)

The note you found in the crawl space gives you the combination to the safe you recently discovered. Open this safe now by entering 0, 1, 7 into the dials to claim two bonds, an urn, and a Watch seal.

Thieving Challenge: “Lift all loot items” (71/90)

Objective 4: Find the Passage to the Baron’s Laboratory

Area 13: Ceremony Room

Note

There’s no loot to find in the Ceremony Room.

Upon entering the Ceremony Room, Garrett is overwhelmed by a haunting memory. Quickly drop to the shadows after the vision fades, for two Graven will soon be entering the area from the south.

Climb onto the north scaffolding to get a good view of the area. Wait until the Graven split up, then aim to knock them out from the shadows. Each one carries a coin purse that you can steal. You can also perform aerial takedowns from the scaffolding if you prefer, but beware of being illuminated by the torch-carrying Graven while you’re up there.

With both Graven down, pluck a poppy from the rubble near some scaffolding. This is the only item of interest in the Ceremony Room. Locating the secret passage that leads to the Baron’s laboratory is the next step, but don’t begin your search just yet.

Instead, scale the Ceremony Room’s east scaffolding to reach a small alcove back in the previous area. Snatch the urn you discover up here, then drop back down to the Ceremony Room.

Thieving Challenge: “Lift all loot items” (72/90)

Area 14: Waiting Hall 1F (After the Graven Attack)

Common Loot

Map Icon	Item(s)	Found?
	Vase	
	Watch seal	
	Scissors	
	Pen	
	Coin purse	

Documents

Map Icon	Item(s)	Found?
	Damaged Wing	

Sneak toward the Ceremony Room’s stacked north crates. There’s a small hole between them that you can crawl through. Study the patrol route of the Graven in the room beyond, then sneak close and knock him out when he pauses up north, with his back to you. (Avoid stepping in the broken glass on the floor during your approach.) Alternatively, climb onto the central scaffolding to set up an aerial takedown.

With the Graven down, set about looting the room. Grab the vase and watch seal near the west wall, then move to the north hallway and find some scissors and a pen. Swipe the notice that’s pinned to the wall, which provides a clue as to where you can find the upstairs safe’s combination.

GOODIE BOX
Document #154
Chapter 6 (10/12)
“Damaged Wing”

Thieving Challenge: “Lift all loot items” (76/90)

Use a cabinet to save your progress, then sneak into the Waiting Hall. Pickpocket and knock out the Graven that paces around the ground floor, then stash his body back in the previous hallway.

Move to the Waiting Hall’s east side, and a final Graven will emerge from the ruined east hallway. Sneak behind him, steal his purse, and knock him out as well. (There’s nothing of interest in the east hallway.)

Lastly, check the nook beneath the Waiting Hall’s stairs to find a coin purse lying near a fallen guard. Collect the purse and return to the Ceremony Room.

Thieving Challenge: “Lift all loot items” (77/90)

Area 13: Ceremony Room (Revisited)

When you’ve finished looting the Waiting Hall, backtrack and return to the Ceremony Room. Search the southwest wall to discover a loose stone. Press the stone to enter a secret passage. There’s no going back once you press the stone, so be sure you’re ready to move on.

Objective 5: Descend into the Laboratory

Area 15: The Baron’s Laboratory

Common Loot

Map Icon	Item(s)	Found?
	Flask	
	Desk bell	
	Ashtray	
	Microscope	
	Magnifying glass	
	Scroll holder	
	Desk bell	
	Coin purse	
	Telescope	

Collectible Loot

Map Icon	Item(s)	Found?
	Braggart’s Memory	

Documents

Map Icon	Item(s)	Found?
	Lions of Industry	
	Reactor Limit	
	Swansong	
	Laboratory Repair Report	
	Progress	

The secret passage from the Ceremony Room leads to the Baron's underground laboratory. Pull a lever to open the way forward, and find a flask on the floor in the small room before the spiral staircase.

Thieving Challenge: "Lift all loot items" (78/90)

When you reach the bottom of the spiral stairs, turn around and collect a desk bell that's tucked near the stairwell. Loot the rest of the lab afterward, claiming several more loot items and documents, along with a rope arrow.

GOODIE BOX
Document #155
Baron Northcrest (11/13)
"Lions of Industry"

GOODIE BOX
Document #156
Chapter 6 (11/12)
"Reactor Limit"

GOODIE BOX
Document #157
Baron Northcrest (12/13)
"Swansong"

GOODIE BOX
Document #158
Chapter 6 (12/12)
"Laboratory Repair Report"

Thieving Challenge: "Lift all loot items" (84/90)

Objective 6: Acquire the Primal Stone Fragment

Go downstairs and pull the lever to fire up the central contraption; inside is a Primal Stone fragment.

After pulling the lever, go back upstairs a bit and drop from the walkway where there's no railing. Land on the pipes below that are lit by two red lights.

After landing on the pipes, carefully move onto the narrow base of the central contraption.

Sneak around behind the machine to locate a lost coin purse. Backtrack around the machine afterward and climb back up to the stairs.

Thieving Challenge: "Lift all loot items" (85/90)

Head upstairs, ignoring the two valve wheels for the moment. Collect the book that rests atop a crate at the far end of the staircase.

GOODIE BOX
Document #159
Baron Northcrest (13/13)
"Progress"

After claiming the book, look up and spy an anchor beam. Fire a rope arrow at the beam, and use the rope to reach the far platform. If you don't have a rope arrow, you can find one back in the room at the base of the spiral staircase; it's sitting on a table.

Collect a telescope from the small storage room beyond the walkway, along with a precious ring. Use the rope to return to the staircase after pocketing these prizes.

GOODIE BOX
Collectible Loot #71
Memories of the Dead (5/6)
"Braggart's Memory"

Thieving Challenge: "Lift all loot items" (86/90)

Primal Power

Backtrack downstairs and return to the valve wheels you noticed before. Spin the left wheel until the central contraption begins to shake. Notice that this happens when the spinning rings are surrounding the crack in the contraption's glass.

Now spin the right wheel to increase the speed at which the rings are spinning. When you find the right speed, the crack will grow larger, and a second crack will form.

Use the left wheel to realign the rings. When the machine begins to shake again, use the right wheel to find the proper speed and widen the crack. Repeat this process to expand the third and final crack.

After all three cracks have been expanded, the contraption's glass casing shatters and a walkway extends. Cross the walkway and enter the machine to collect the Primal Stone fragment.

Objective 7: Escape from the Manor

The raw power unleashed by the machine sends you flying down to some lower pipes. Spend your new Focus point as you see fit, then climb up to the stairs above.

Before Garrett can climb up, his hand is crushed by the boot of a vicious villain. With a fluid maneuver, Garrett manages to escape his fate just before the Thief-Taker General can send him tumbling into the steamy abyss below.

Objective 8: Exit the Sewers

Area 16: Sewer Outlet

Note

There are no loot items to find in the sewers.

You've escaped the Thief-Taker General, but you're not out of danger yet. Sneak through the sewers to reach the outdoor jetty. There's little of interest in the sewers, so just keep moving until you reach fresh air.

Objective 9: Get Across the Bridge

Area 17: Jetty

Note

There are no loot items to find around the jetty.

Like most of the City, the jetty is ablaze. You'd better move fast if you hope to get out of here.

Run to the first section's north end and strike a mechanism with your blackjack to free a rowboat.

The rowboat becomes stuck. Backtrack along the jetty and cross the rowboat to reach the jetty's second section. Collect some food from a barrel after you cross.

Leap from the jetty's second section to reach the third, then quickly move off the dock before it collapses.

Scale the south scaffolding to reach a rope. Climb the rope and then leap over to a small, moss-covered platform. From there, climb some pipes to reach a blazing building on Market Street.

Area 18: Market Street

Common Loot

Map Icon	Item(s)
	Candlestick
	Watch medal

Like most of the City, Market Street is burning. In fact, if you aren't fast, the swiftly spreading fire will engulf you in this first room. Snatch the candlestick off the mantel and race downstairs.

Thieving Challenge: "Lift all loot items" (87/90)

A small, locked box sits on a table at the bottom of the stairs. You have just enough time to pick the lock, open the box, and claim the watch medal inside before the fire reaches you. Hurry through the nearby door afterward.

Thieving Challenge: "Lift all loot items" (88/90)

The outdoor section of Market Street is also ablaze, but the fire won't spread. There's nothing of interest here, so climb the north crate to reach a higher vantage point.

Two ropes hang to the west; a man dangles from one of them. Leap from rope to rope, and jump through the gaping hole in the west building.

Area 19: Watch Junction

Note

There are no loot items to find in the Watch Junction.

This burning building rapidly fills with smoke, so there's no time to waste. Hurry south and collect some food that sits on a barrel near the stairs. Climb the nearby rope to reach the upper level.

Leap to the north walkway and keep moving. Flaming debris soon crashes down from the roof. Crouch and sneak around the debris, heading north.

Beyond the debris, a jet of flame bursts from a pipe, igniting some flammable liquid. Turn the nearby valve wheel to shut off the flame jet, then hurry through the hole ahead before the nearby barrels explode, killing you.

Area 20: Rooftops

Common Loot

Map Icon	Item(s)	Found?
	Ashtray	
	Urn	

You've reached the rooftops, but the place is still ablaze. Leap to the building ahead, but don't advance up its roof or it will collapse. Instead, turn right and leap to the small ledge to the north.

Scale the roof's north edge, which won't buckle under Garrett's weight. Descend its other side, then turn around and spy an ashtray on a railing below. Carefully drop and collect the ashtray, and scale the wall to return to the roof.

Thieving Challenge: “Lift all loot items” (89/90)

When you reach a dead end, turn left and begin moving across the long, flat walkway to the south. Make a daring leap to the next building ahead, and keep going south. When a burst of flame roars up in front of you, turn right and climb to higher ground.

Carefully maneuver across the next roof, moving in an S-like fashion to avoid the roof’s holes and keep to the solid parts. When you reach the roof’s west end, gaze down a hole and spy an urn on a mantel. Carefully drop down onto the bed below you and collect the urn.

Thieving Challenge: “Lift all loot items” (90/90)

Carefully descend to the building’s first floor, grabbing the food on the landing as you go. Avoid the falling debris as you make for the northeast door, which leads out to the street.

Once you’re out of the building, maneuver through the narrow crack to the west to reach the next area.

Area 21: Drawbridge

Note

There are no loot items to find on the drawbridge.

At last, you’ve reached the bridge. Grab more food as you move past some flaming debris.

Before you can cross the bridge, a massive support column collapses, crushing two people and ripping the bridge apart. Not good.

Hurry to the bridge’s north side and sprint west, aiming to leap to the thick beam ahead. Sprint along the beam as well to reach the bridge’s foundation.

Area 22: Foundations

Note

There are no loot items to find around the foundations.

Make your way across the foundation’s walkways, and leap across the west gap. Climb onto the fallen stone support to the north, and head back up to Market Street.

Area 23: Market Street Part II

Note

There are no loot items to find around this section of Market Street.

Deadly smoke begins to fill this area, so you must hurry. Cross a narrow beam to reach the south ledge, and sneak past a pair of fire jets.

Keep moving until you clear the smoky area and reach a street. The street begins to buckle, and a building collapses on your right. Hurry over to the building on the left and leap through the open window.

The building topples after you enter, flipping onto its side. Hurry and climb onto the far desk, then scale the wall to return to the street.

GOODIE BOX
Document #160
Chapter Recaps (6/8)
“Chapter 6”

Back outside, make a running leap to the collapsing street’s west end. Garrett soars over a wide gap and uses his claw to find purchase on the far side. The street collapses behind him, but the master thief has already made good his escape. Chapter complete!

Walkthrough

The City, Part VI

The Baron told me I have the final piece of the Primal Stone in my eye. Northcrest's more broken than his city! Brother versus brother. It seems Orion . . . "Aldous," has an agenda after all. If he really has found a cure for the gloom, then it must be something to do with the Primal in Erin. And if Orion tries to cure the City with that, he's going to create something far worse than the gloom.

Objective 1: Reach the Cathedral in Old Quarter

Area 1: Clock Tower

Garrett finds the Queen of Beggars awaiting him in his hideout. The wise woman sheds new light on Erin's plight and hints at where the final piece of the Primal Stone can be found. Orion has it, and he must be confronted.

Area 2: The Crippled Burrick

You know the drill: Head to the Crippled Burrick and speak with your old pal Basso to acquire his final set of side jobs. Three of these can be accomplished along the way to the next mission, while one of them takes place way out in South Quarter.

Basso's Side Jobs: Round 5

"The Rule of Thumb": Steal Jeb's scissors in South Quarter.

"The Witch of Stonemarket": Steal the ritual knife in Muddler's Row

"The Point of No Return": Steal the Stumble Gate store's loot in Muddler's Row.

"The Tinker's Trinket": Steal the Thief-Taker's trinket in Grandmauden.

The nearby shady merchant now offers two very expensive trinkets: the Worldslayer, which massively increases your maximum health and Focus energy, and the Spectral Aspect, which greatly reduces your chances of being seen by enemies. The former is great for aggressive playstyles, while the latter is ideal for stealth aficionados. Fill your quiver with rope arrows as always, and consider paying the Queen of Beggars a visit if you're looking for more Focus points.

Note

Ector also has a new job for you. Visit him to obtain his final client job.

The Rule of Thumb

Since it's so far out of the way, let's go after the side job in South Quarter first. Go south into Blackfurrow, hopping the crates and maneuvering past the clutter to enter Baron's Way South.

Eelbitten City

With the Baron's Watch decimated by the Graven, and the Graven flocking to the cathedral in Old Quarter, the Eelbiters now control most of the City. What's left of it, anyway!

Descend your rope and backtrack out of the crawl space. Sneak past the Eelbiters in the street as you head for the South Quarter gate. When you arrive in South Quarter, duck into Glimmer Lane as you've done before. As you near the south end of Glimmer Lane, look up to spy an anchor beam beyond a hole in the overhead roof. Fire a rope arrow into the beam, then climb into the loft above. Pry open a window here to explore a building you couldn't have searched before.

Area 3: Baron's Way South (Stonemarket)

Common Loot

Map Icon	Item
	Baron's bust

Busted

As you enter Baron's Way South, notice a vent in the wall just beyond the clutter, near the entrance to the Lockdown mission replay. Use the wrench to unscrew this vent and enter the crawl space beyond.

Navigate the crawl space to reach a small room. Look up and lodge a rope arrow into the overhead anchor beam, then climb up to a small, secret loft.

The loft features a valuable Baron's bust. You could have collected this earlier, but better late than never!

Garrett's Challenge: "Find all City loot" (330/398)

Area 4: Jeb Chokes's Hideout

Common Loot

Map Icon	Item(s)
	Scissors
	Bracelet
	Ink bottle

Collectible Loot

Map Icon	Item(s)
	Iris Brooch

Documents

Map Icon	Item(s)
	Jeb Chokes' Notebook

The moment you enter Jeb Chokes's hideout, immediately swoop into the far bedroom and knock out the villain from behind. If you're quick, you can KO Chokes before he turns around and begins to walk around his hideout. Hiding from Jeb is difficult even if you snuff out the hideout's candles, so taking him out first is ideal.

Search Jeb once he's down to steal the scissors he carries. This completes Basso's "The Rule of Thumb" side job, but you're not finished here yet. Collect the bracelet and book on the chair to gain a new document, and search the cabinet to find an ink bottle.

GOODIE BOX
Document #161
South Quarter (14/14)
"Jeb Chokes' Notebook"

Garrett's Challenge: "Find all City loot" (333/398)

Smash the cabinet's vase to discover a hidden button. Press the button to make the far table slide away, revealing a small nook with a collectible. Claim this last bit of loot before leaving Chokes's abode.

GOODIE BOX
Collectible Loot #72
Flowers Eternal (6/6)
"Iris Brooch"

To Grandmauden

Backtrack to Stonemarket, going north up Glimmer Lane and passing through the gate to return to Baron's Way South. Sneak around the watchtower here as you've done before, then look for a chance to swoop across the street, heading directly for the west clutter. The nearby Eels may become curious or even suspicious as you swoop past, but you can maneuver through the crates and escape into Blackfurrow before they can react.

Once you're in Blackfurrow, cut directly east to enter Moorsditch without being spotted. Scale the north wall to reach the rooftops, then go north, heading for the Clock Tower. When you notice the tunnel that's marked "Grandmauden," drop and carefully pass through, being careful not to be spotted by the nearby mob or the patrolling Eel. (Neutralize the Eel if it makes things easier.)

Sneak south down the street beyond the tunnel, heading for the far gate. This gate was always sealed before, but now it's open a crack. Slip through to reach the next area.

Area 5: Grandmauden

Common Loot

Map Icon	Item(s)	Found?
Grandmauden		
	Coin purse	
	Vase	
	Earrings	
	Picture frame	
	Ashtray	
	Flask	
	Picture frame	
	Coin purse	
	Wineglass	
	Coin purse	
	Gold coin	
	Gold coin	
	Flask	
	Pocket watch	
	Earrings	
	Flask	
	Flask	
	Picture frame	
	Pen	
	Ink bottle	
	Picture frame	
	Coin purse	
Muddler's Row		
	Candlestick	
	Cup	
	Flask	
	Cup	
	Knife	
	Coin purse	
	Vase	
	Letter opener	
	Pen	
	Ashtray	
	Ashtray	
	Pile of coins	
	Pile of coins	
	Pile of coins	
	Ashtray	
Muddler's Row continued		
	Vase	
	Earrings	
	Knife	
	Cup	
	Candlestick	
	Candlestick	
	Necklace	
	Cup	
	Baron's bust	
	Knife	
	Fork	
	Spoon	
Shinsworth Lane		
	Coin purse	
	Pile of coins	
	Flask	
	Vase	
Muddler's Row Apothecary		
	Coin purse	
	Necklace	
	Fork	
	Knife	
	Picture frame	
Stumble Gate General Store		
	Pile of coins	
	Cup	
	Coin purse	
	Coin purse	
Shemenov Blade & Filigree		
	Cup	
	Watch medal	
	Pocket watch	

Collectible Loot

Map Icon	Item(s)	Found?
Muddler's Row		
	Ghost Girl	
Grandmauden		
	Dawn Gauzy	

Documents

Map Icon	Item(s)	Found?
Muddler's Row		
	Closet Note	
	Candlewax Ritual Book	
	Wax Witch's Journal	
	Sloop Recipe	
Shinsworth Lane		
	Boris' Debt Register	
Stumble Gate General Store		
	Petty Thief Diary	
Shemenov Blade & Filigree		
	Thief-Taker General's Order	
Grandmauden		
	Graven Notes	

Like most of the City, Grandmauden is burning. Look up as you enter the area and spy two anchor beams and a raised footbridge. Use a blunt arrow to knock down the footbridge, then stick two rope arrows in the anchor beams.

Climb the lower rope to reach the footbridge. Collect the coin purse in the bird's nest, then grab the other rope and climb up even higher.

Garrett's Challenge: "Find all City loot" (334/398)

Leap through an open window to enter a small bedroom. Collect a vase and some earrings from the room before returning to your rope.

Garrett's Challenge: "Find all City loot" (336/398)

Climb back down your rope and return to the footbridge. Look up and spy another raised footbridge above you. Knock this one down with a blunt arrow as well. You can't reach this footbridge yet, but you'll use it soon enough.

Drop to the street and move west. Swoop through the light cast by the roaring fires to avoid detection by the Graven around the west watchtower. Turn right and enter the north alley, which is known as Muddler's Row.

Note

As you enter Muddler's Row, you'll be right near the entrance to Ector's final client job, "Heartbroken."

Area 6: Muddler's Row

Climb the wall on your right as you enter Muddler's Row to reach the rooftops.

Go east and then north across the roofs, crossing a walkway to reach another roof. Once you're across, turn around and fire a blunt arrow at the pulley on the side of the nearby building. This knocks down a footbridge, allowing you to cross over and enter the building.

Swipe the candlestick, cup, and note off the table inside the building, then raid the nearby cabinet for a flask, cup, and knife.

GOODIE BOX
Document #172
Stonemarket (26/33)
"Closet Note"

Garrett's Challenge: "Find all City loot" (341/398)

Search the bookshelf to discover a trigger book, then pull it to make the shelf slide away, revealing a secret closet. The corpse of an unfortunate man has been hidden here. Collect the coin purse and a vase on the shelf, then leave this disturbing residence.

Garrett's Challenge: "Find all City loot" (343/398)

Back out on the rooftops, go east and climb a nearby ladder to reach a loft. Hop through the open window to visit another apartment.

Search the desk's drawers to find a letter opener and a pen. Prying open the apartment's window provides a shortcut back to Clock Tower Plaza, placing you right near Garrett's hideout. Feel free to return there if you wish to stock up on items.

Garrett's Challenge: "Find all City loot" (345/398)

Area 7: Shinsworth Lane

Backtrack out of the apartment and go north along the rooftops. As you do so, you'll transition into Shinsworth Lane. Smack a crank with your blackjack to lower a ladder down to the street level. This will raise the curiosity of the stationary crossbow Graven below, but he won't detect you.

Ignore the ladder and travel to the northeast to reach a nook in the east wall. Climb the rope that hangs here to reach a small loft.

Grab the coin purse and pile of coins in the loft, then descend the rope. Go west across the roofs, returning to Muddler's Row.

Garrett's Challenge: "Find all City loot" (347/398)

Area 6: Muddler's Row (Revisited)

Spy some hanging crates near the west building and use a blunt arrow to knock them down. This will send the torch-carrying Graven in the nearby street into a frenzy, but he won't detect you.

Ignore the crates for the moment and cross the nearby stone walkway to reach the west porch. Ignore the locked door here as well and vault the south railing to collect an ashtray that sits on a barrel.

Garrett's Challenge: "Find all City loot" (348/398)

Return to the locked door and peek through the keyhole. A Graven sits in a chair in the room beyond. This is good to know, for you'll soon be exploring this building. Don't bother picking the lock and opening the door, for the Graven will spot you.

By now, the Graven in the street have likely settled down. When the torch-carrying Graven isn't about, drop to the crates you knocked down, and use them to enter the nearby building's high open window.

You're now exploring the same building with the seated Graven you recently spied on through the keyhole. Sneak upstairs and knock him out with a stealth takedown when he isn't looking in your direction. Once he's down, collect the ashtray on the barrel and loot the locked cabinet to find three piles of coins.

Garrett's Challenge: "Find all City loot" (352/398)

Open the locked door and step outside. Spy two anchor beams on your right and stick a rope arrow into each one.

Climb onto the east rooftop and move to the south narrow beam. From there, leap to the higher rope you've lowered and descend it a bit, then leap to the lower rope. Now you can jump through the nearby window to visit a small apothecary.

Area 8: Muddler's Row Apothecary

The apothecary is small but filled with valuables. Collect a coin purse from the bird's nest on the windowsill, along with a necklace, fork, knife, and picture frame on the table. There's food on the table as well.

Garrett's Challenge: "Find all City loot" (357/398)

Area 6: Muddler's Row (Revisited)

Climb onto the apothecary's windowsill, look east, and spy an ashtray on a porch below you. Drop from the windowsill and go east to collect the ashtray.

Garrett's Challenge: "Find all City loot" (358/398)

Vault the porch's east railing to reach a locked door. Take your time picking the difficult lock, then head inside.

An interesting painting hangs on the wall of the small town house beyond the door. Feel around the frame for a couple of switches, then trigger them both to open a wall safe. Collect the vase and earrings you discover inside.

Garrett's Challenge: "Find all City loot" (360/398)

Exit the town house and drop to the alley. If you continue moving east down the alley, you'll come to a door that leads to a candlelit cellar. There's nothing of interest in the cellar, but it's a good hiding place if you're ever on the run.

Note

Maneuver through the crates at the alley's east end, and you'll emerge in Blackfurrow's west alley. However, there's no need to go there at present.

The Witch of Stonemarket

Sprint west down the alley, and keep going until you spot a vent in the west nook. Unscrew it with the wrench tool and sneak through the crawl space beyond.

The crawl space leads to another small, candlelit cellar. Collect the knife on the table to complete Basso's "The Witch of Stonemarket" side job. Inspect the book on the table to claim a new document as well, and get another document by swiping the diary off the nearby barrel. Lastly, snatch the poppy that grows nearby.

GOODIE BOX
Document #173
Stonemarket (27/33)
"Candlewax Ritual Book"

GOODIE BOX
Document #174
Stonemarket (28/33)
"Wax Witch's Journal"

Garrett's Challenge: "Find all City loot" (361/398)

Area 7: Shinsworth Lane (Revisited)

It's time to tackle Shinsworth Lane. Two Graven guard this street: a torch-carrying sword Graven and a stationary crossbow Graven. Work at neutralizing both Graven so you may explore the area more easily.

With the Graven disposed of, collect the flask and vase on the candlelit crate near the crossbow Graven's position, then turn your attention to the civilian who walks the streets.

Garrett's Challenge: "Find all City loot" (363/398)

The civilian won't be alarmed by your presence, so it's easy to sneak behind him and pick his pockets. Do so to claim some coin and a document.

GOODIE BOX
Document #175
Stonemarket (29/33)
"Boris' Debt Register"

Area 6: Muddler's Row (Revisited)

Go north along Muddler's Row, exiting Shinsworth Lane on your way to some stacked crates. Sneak past the crates to reach a dead end, where a merchant lurks.

Area 9: Stumble Gate

Take a moment to trade with the merchant and replenish your supply of rope arrows. In fact, it's best to fill your quiver, for after you've finished searching this section of the City, you'll be advancing toward *Thief*'s final stages.

The Point of No Return

After trading with the merchant, use the wire cutter tool to hack the control box on the side of the nearby stairs. Once you do this, you'll be able to enter the general store ahead.

Area 10: Stumble Gate General Store

Collect the pile of coins and cup inside the store, but beware: The far painting is trapped, as evidenced by the deceased thief on the floor. Swipe the diary that lies next to the late thief, then hack the control box behind the counter to disarm the painting's trap.

GOODIE BOX
Document #176
Stonemarket (30/33)
"Petty Thief Diary"

Garrett's Challenge: "Find all City loot" (365/398)

Once you disarm the trap, feel around the painting's frame for a trigger. Press it and open the wall safe to discover a switch. Press this as well to open a secret compartment in the store's floor.

Two coin purses are in the store's secret floor compartment. Grab these last two pieces of plunder to complete your looting of the store, along with Basso's "The Point of No Return" side job.

Garrett's Challenge: "Find all City loot" (367/398)

Area 6: Muddler's Row (Revisited)

Backtrack out of the store and sneak past the crates to return to Muddler's Row. Once you're past the crates, spot a high ladder on the building ahead and climb up to return to the rooftops.

Go north along the roofs to reach some more crates and a vent-covered crawl space. If you maneuver through the crates, you'll end up back in the Clock Tower Plaza, on the high roof near the rooftop passage to the Gullet. There's no need to go back there at present, so unscrew the vent instead and sneak through the crawl space beyond.

The crawl space leads to an apartment. Collect a cup and candlestick to clean out the place, then press the switch near the south window to banish its bars.

Garrett's Challenge: "Find all City loot" (369/398)

After unbarring the window, look up to spy an overhead anchor beam. Lodge a rope arrow into the beam, then descend your rope and leap into the open window below you. Raid the small apartment to claim a candlestick, necklace, a collectible, and a poppy.

GOODIE BOX
Collectible Loot #75
The Pinned Castinets (4/6)
"Ghost Girl"

Garrett's Challenge: "Lift all City loot" (371/398)

You've nearly completed your explorations of Muddler's Row and Shinsworth Lane. Descend your rope to return to the street, then head south toward Grandmauden. Just before you reach Grandmauden, look up and spy an anchor beam in an overhead loft above the alley. Use a rope arrow to climb up to the loft.

The loft features several loot items and a document. Pocket all of these, then descend your rope and climb the nearby wall to return to the rooftops.

GOODIE BOX
Document #177
Stonemarket (31/33)
"Sloop Recipe"

Garrett's Challenge: "Find all City loot" (376/398)

Area 5: Grandmauden (Revisited)

This time, go south along the rooftops to reach the footbridge you lowered in Grandmauden back when you first entered the area. Cross the footbridge and enter a small bedroom.

Collect the picture frame in the bedroom, then exit through the west window. Go south and then east across the roof to drop into a small alley, where you find an ashtray, a flask, and a picture frame.

Garrett's Challenge: "Find all City loot" (380/398)

The alley's a dead end, so climb back up to the roof and go west to find a coin purse in a bird's nest on a beam that overlooks the Graven in the square below.

Garrett's Challenge: "Find all City loot" (381/398)

One Graven stands in the watchtower's perch, another stands in front of the tower, and a third patrols around it. Save your game and pick off the stationary Graven near the tower with a headshot. Score another headshot on the crossbow Graven in the tower's perch, but leave the third Graven alone for the moment; you don't need to waste an arrow on him.

Leap from the narrow beam and land on the wooden ledge ahead. Go south along the ledges that follow and enter the east window to visit a small apartment.

Collect the wineglass and coin purse in the apartment, then search the bookshelf to find a trigger book. Pull it to enter a back room, where two gold coins lie on the floor.

Garrett's Challenge: "Find all City loot" (385/398)

But wait, there's more. After collecting the coins, look up to spy an overhead anchor beam. Use a rope arrow to reach the loft above, where you find a flask, a pocket watch, and some earrings.

Garrett's Challenge: "Find all City loot" (388/398)

Exit the apartment and backtrack along the wooden ledges, returning for the remaining Graven near the watchtower. This Graven has likely returned to his patrol by now. Drop to the lower ledge that's south of the tower, then knock out the patrolling Graven with an aerial takedown as he walks by.

With the Graven taken care of, open the locked box and chest on the tower's north side. The chest contains two flasks, and the box holds a broadhead arrow and a water arrow.

Garrett's Challenge: "Find all City loot" (390/398)

Return to the tower's north side and use a cabinet to save. Unscrew the nearby vent and proceed into the crawl space beyond.

Area 11: Shemenov Blade & Filigree

The crawl space leads into a shop. A barred window blocks your progress. Use a blunt arrow to trigger the far wall's switch, and the bars will be removed.

Hop through the window and swipe the cup off the railing, then look through the hole in the floor and study the two Graven in the room below. You could perform an aerial takedown on one of the Graven and then battle the other, but there's a safer way to take them out.

Garrett's Challenge: "Find all City loot" (391/398)

Drop down behind the Graven, then sneak to the room's shadowy northwest corner. From this angle, you can score a headshot on the Graven near the east stairs. Pick him off, then quickly knock out the other Graven from behind.

The Tinker's Trinket

With the room secured, open the locked south door to enter a back office. Collect the Watch medal in the chest to complete Basso's "The Tinker's Trinket" side job, then search the desk to find a letter and a pocket watch. Backtrack out of the office and take the east stairs up to the street.

GOODIE BOX
Document #178
Stonemarket (32/33)
"Thief-Taker General's Order"

Garrett's Challenge: "Find all City loot" (393/398)

Area 5: Grandmauden (Revisited)

Advance south along the street, then descend the narrow east stairs to discover a crawl space. Sneaking through leads you to a small storage room with a window that you can pry open. Doing so delivers you to Moorsditch, but there's no need to go there at present.

Backtrack up the narrow stairs and enter the alcove across the street. Look up and spy an anchor beam in the loft above you. Loose a rope arrow into the beam, then climb up to explore an apartment.

Beware: There's a trap near the apartment's open window. Keep your distance and open the locked door near the bed to enter a small office. Swipe the picture frame off the desk, then search the drawers to find a pen and ink bottle.

Garrett's Challenge: "Find all City loot" (396/398)

After looting the desk, inspect the nearby painting on the wall. Find two triggers around the frame, and press them both to make the painting slide away, revealing a control box. Hack the box to disable the trap near the window.

Climb through the window to reach a narrow ledge above the street. Cross the ledge and stick a rope arrow into the nearby anchor beam, then leap to the rope and into the east bedroom.

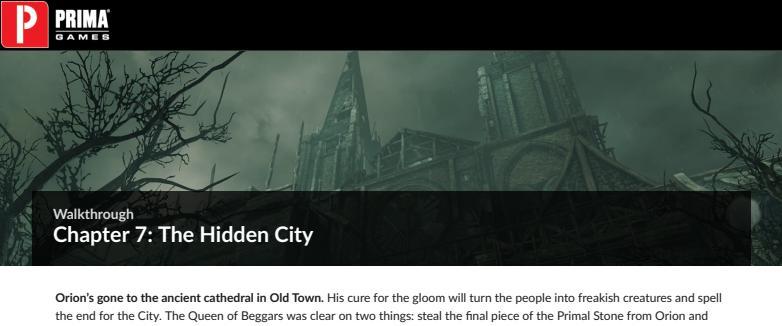
Snatch a picture frame, coin purse, diary, and collectible loot item from the small bedroom. Not a bad haul.

GOODIE BOX
Collectible Loot #76
The Pinned Castinets (5/6)
"Dawn Gauzy"

GOODIE BOX
Document #179
Stonemarket (33/33)
"Graven Notes"

Garrett's Challenge: "Find all City loot" (398/398)

Return to your rope and slide down to the street. You're all done here; advance to the southwest gate and go through to begin the next story chapter.



Walkthrough

Chapter 7: The Hidden City

Orion's gone to the ancient cathedral in Old Town. His cure for the gloom will turn the people into freakish creatures and spell the end for the City. The Queen of Beggars was clear on two things: steal the final piece of the Primal Stone from Orion and prevent Erin from dying while she is full of Primal energy. It's going to be a long night.

Chapter Stats
Collectible Loot Items: 4
Common Loot Items: 88
Pockets to Pick: 36
Locks to Pick: 9
Threats (Graven): 26
Threats (Freaks): 4

Thieving Challenges

Challenge		Playstyle	Reward
	Remain undetected	Ghost	500 G
	2 environmental exploits	Opportunist	300 G
	15 kills or knockouts	Predator	325 G
	Lift all loot items	Hybrid	450 G

Top Tips

Keep the following tips in mind to gain an advantage in this story chapter:

- Rope arrows are vital if you wish to fully explore this stage. Bring a full supply with you.
- Scoring headshots with broadhead arrows simplifies many situations. Bring plenty of these with you.
- Fire arrows will come in handy for combatting the Freaks encountered later in the mission.
- Blast arrows will give you an edge in the final battle.
- Follow this walkthrough carefully and you'll complete every Thieving Challenge in one go.

Objective 1: Reach the Cathedral in Old Quarter

Area 1: Courtyard

Common Loot

Map Icon	Item(s)
	Coin purse
	Flask
	Coin purse
	Pile of coins
	Syringe
	Pile of coins
	Cup
	Flask

Documents

Map Icon	Item(s)
	Storehouse Note

Locked Gate Approach

The courtyard features two paths—two means of approaching the cathedral where Orion has holed up. The most obvious is the locked gate. Pick the lock and you'll be on your way.

The cathedral grounds are heavily guarded, so don't go upstairs after picking the lock. Instead, climb the low wall directly past the locked gate, then sneak into the nearby shed, which features a save cabinet.

Peek out from the shed's south door and study the Graven. One patrols the grounds, circling the central bonfire. Another Graven is asleep in a chair right near the shed you're hiding in, and a nearby man is leaning over a crate, studying some documents. A stationary-sword Graven stands near the east gate, and a stationary-crossbow Graven stands near the west gate. Though you can't see him, there's another crossbow Graven stationed directly above you.

Wait for the patrolling Graven to walk past, then sneak out from the shed's south door and steal the coin purse on the table near the sleeping Graven. After that, sneak close to the man who's leaning over the crate and steal both of his earrings. Retreat to the shed afterward and save.

Thieving Challenge: "Lift all loot items" (1/88)

The North Balcony

The out-of-sight Graven on the balcony above you is your first victim. If you have a rope arrow, sneak back out through the shed's east door and return to the locked gate from which you entered. Look up and spy an anchor beam above you. Fire a rope arrow into the beam, then climb the rope.

Leap onto the balcony and wait for the Graven to move close, into the shadows. Pick his pocket and knock him out.

Things are a bit more challenging if you don't have a rope arrow. Rather than backtracking to the locked gate, exit through the shed's south door again. Go south and climb into the high alcove in the cathedral's wall.

From the height of the alcove, you have a perfect view of the crossbow Graven on the balcony above the shed. Watch as he moves back and forth along the balcony, and notice that the shed's wall can be climbed. Wait for an opportunity when the central patrolling Graven isn't around and the crossbow Graven moves away from the climbable wall, then scale the wall to reach the balcony.

After climbing the shed's wall, you'll be standing in the balcony's lamplight. Immediately swoop to the shadows between the stacked crates and treasure chest. No one will spot you as long as you remain here.

Wait for the balcony Graven to move back to the shadows, then sneak over, steal both of his coin purses if you like, and knock him out. One down.

Thieving Challenge: "15 kills or knockouts" (1/15)

The balcony's locked chest contains one choke arrow and three sawtooth arrows. Assuming you brought some broadhead or sawtooth arrows with you, this extra cache gives you plenty of firepower to pick off the remaining Graven with headshots from your perch, greatly boosting your Predator score while you remain undetected.

If you'd prefer a less aggressive approach, plunder the chest and then drop to the east shadows. Backtrack through the locked gate from which you entered and return to the entry trail.

South Shaft Approach

Go south along the entry trail, sneaking beneath a stone bridge to reach a small area with a table. Collect the flask on the ground near some corpses, then face west and notice a shaft that leads up through the wall. Ignore the shaft for now and follow the path into a mine.

Thieving Challenge: "Lift all loot items" (2/88)

A poppy grows at the mine's end. Collect it, then turn around and grab the coin purse on the ground near a support beam.

Thieving Challenge: "Lift all loot items" (3/88)

Backtrack out of the mine and return to the shaft. Crouch and sneak up the shaft to revisit the grounds with the Graven.

You're now in position to take out the stationary Graven near the east gate. Wait until the patrolling Graven is to the west, then sneak behind the stationary Graven, pick his pocket if you like, and knock him out. Hold the Melee Attack/Takedown button so that you can immediately move his body back to the shaft and toss it down.

Thieving Challenge: "15 kills or knockouts" (2/15)

South Shed

Wait for the patrolling Graven to walk past again, then enter the south shed next by sneaking past the table with the lantern and caged bird. Don't swoop or you'll startle the bird. The Graven won't take much notice of you as long as you sneak at full speed and the patrolling Graven isn't about.

Don't search the south shed's desk; the patrolling Graven may spot you. Instead, save your game and wait for the Graven to walk past the shed's door. When he pauses for a moment, take the opportunity to pick his pocket and knock him out.

Thieving Challenge: "15 kills or knockouts" (3/15)

With the patrolling Graven out of the picture, it's safe to search the shed's desk. One drawer contains a pile of coins; another contains a note that mentions a hole in the shed's roof.

GOODIE BOX
Document #180
Chapter 7 (1/4)
"Storehouse Note"

Thieving Challenge: "Lift all loot items" (4/88)

Look up to spot the gaping hole in the roof. There's an anchor beam up there. If you have a rope arrow, use it and then climb up. Leap through the hole in the roof to reach a high balcony.

Cross the balcony and move onto the west scaffolding. From there, you can get the drop on the west crossbow Graven or simply climb through the cathedral's high window to advance to the Antechamber (Area 4). Beware: Performing an aerial takedown on the crossbow Graven will startle the nearby caged bird, causing you to become detected.

Rather than knocking out the Graven, simply drop behind him and pick his pockets, stealing all three of his purses. The sleeping Graven and unarmed man in the courtyard won't notice you while you remain crouched behind the crossbow Graven. After stealing the Graven's gold, climb back up the scaffolding and put an arrow through his unarmored head. This won't startle the caged bird, and the sleeping Graven and unarmed man are too far away to notice their comrade's demise.

Thieving Challenge: "15 kills or knockouts" (4/15)

With the crossbow Graven down, pick off the sleeping Graven with another headshot. This will frighten the unarmed man, but his lack of a helmet makes him easy prey for a third headshot. There's no reason to kill these men except to advance your Thieving Challenge, and you can complete this challenge without killing them, for there are many other potential victims you have yet to encounter.

Thieving Challenge: "15 kills or knockouts" (6/15)

Crawl Space Haul

Whether or not you choose to mess with the remaining Graven, you'll want to check out the crawl space to the south. Drop from the scaffolding and sneak into the south crawl space to discover a vent. Use the wrench to unscrew the vent and enter a secret room.

The room contains a chest. Open it to claim some food, a syringe, and a pile of coins.

Thieving Challenge: "Lift all loot items" (6/88)

South Courtyard

After plundering the chest, continue sneaking south through the crawl space to reach the courtyard's south half. There's only one Graven and one unarmed man to worry about out here, and you can easily sneak behind them both. The man never turns to look at the Graven, so move behind the Graven and knock him out, keeping as far away from the nearby caged bird as possible to avoid startling it.

Thieving Challenge: "15 kills or knockouts" (7/15)

Now sneak up to the man, who's busy reading a book. Steal both of his purses and then knock him out as well.

Thieving Challenge: "15 kills or knockouts" (8/15)

That about wraps up this area. Climb the south crates to reach a high passage that leads toward the old cathedral.

Drop from the passage's end and swipe a cup, flask, and some food from a table. Climb the next stack of crates to infiltrate the cathedral's bell tower from a high hole in its wall.

Thieving Challenge: "Lift all loot items" (8/88)

Area 2: Bell Tower

Common Loot

Map Icon	Item(s)
	Ring
	Brooch

Your infiltration of the cathedral begins in this area if you take the courtyard's south path. Drop from the entry ledge, and you'll crash through the weak walkway below, landing on a lower level.

Drop to the bell tower's base and collect some food and a ring. Climb up some crates to reach the north walkway.

Thieving Challenge: "Lift all loot items" (9/88)

Cross the north walkway and drop to the low crate in the tower's northeast corner. There's a rope ahead of you, but don't grab it yet. Instead, drop to the ground and sneak into a nook to find a poppy and a brooch. The chest here has already been plundered.

Thieving Challenge: "Lift all loot items" (10/88)

Now climb back up and leap to the rope. Climb a bit more and leap to the southeast stairs.

Go upstairs to reach the walkway you smashed through moments ago. Leap across the gap and climb to a higher ledge.

Maneuver through a small opening at the ledge's end to advance into the old cathedral.

Objective 2: Descend into the Pit

Area 3: The Old Cathedral

Common Loot

Map Icon	Item(s)
	Cup
	Pile of coins
	Pile of coins
	Pile of coins
	Pocket portrait
	Letter opener
	Coin purse
	Letter opener
	Brooch
	Candlestick
	Candlestick
	Cup
	Pile of coins
	Pile of coins
	Ancient vessel
	Pocket portrait
	Gold coin
	Coin purse
Antechamber	
	Cup
	Pile of coins
	Telescope

Documents

Map Icon	Item(s)
	Smuggler's Letter

Like the bell tower, the old cathedral has fallen to ruin. Carefully drop down the south platforms to reach the shadows behind the crossbow Graven below.

Use the cabinet near the crossbow Graven to save, then knock out the Graven and snatch the cup that sits atop the nearby barrel.

Thieving Challenge: "15 kills or knockouts" (9/15)

Thieving Challenge: "Lift all loot items" (11/88)

Now approach the torch-carrying Graven, who walks a patrol near the east gate. Wait for the Graven to walk north, then sneak into the shadows near the crates at the south end of his patrol.

Wait for the Graven to return, then swoop behind him as he walks north again. Steal both of his coin purses and knock him out when he reaches the end of his walk.

Thieving Challenge: "15 kills or knockouts" (10/15)

Turn around after knocking out the Graven and swoop east through the lamplight, racing to climb up the crates near the east wall. Once you're atop the tallest crate, you'll be safely hidden in shadow. Get there fast before the Graven on the nearby balcony spots you.

Show 'Em the Ropes

Once you're atop the tall east crate, you'll be within reach of a hanging rope. Before you can take advantage of this rope, you must use a rope arrow to lower another rope down from the neighboring anchor beam. If you don't have a rope arrow, you can't cross over to the balcony; you'll need to take the lower passage instead, which features a patrolling Graven. The lower passage is far more dangerous, for another Graven stands at its end, facing you. You'll have to create a distraction with a throwable or blunt arrow to lure away the stationary Graven, or pick him off with a headshot and then knock out the patrolling Graven when a chance permits.

The rope route is far less risky. Lower a second rope, then pick off the balcony Graven with a headshot. Leap across both ropes afterward to land on the balcony.

Thieving Challenge: "15 kills or knockouts" (11/15)

Loot the balcony Graven's corpse, then turn around and notice an unarmed man walking back and forth in the north passage. This man is easy prey; pick his pockets and then knock him out. No one will see or hear the struggle.

Thieving Challenge: "15 kills or knockouts" (12/15)

Now that this upper passage is secure, collect three piles of coins from the nearby desk, along with a rope arrow and a letter. Pick the desk's locked drawer to find a pocket portrait, and search another drawer to find a letter opener. Use the nearby cabinet to save your progress.

GOODIE BOX
Document #181
Chapter 7 (2/4)
"Smuggler's Letter"

Thieving Challenge: "Lift all loot items" (16/88)

Sneak west down the passage, ignoring the north side room for the moment. Peek around the corner to spy on an unsuspecting crossbow Graven. Sneak behind him and knock him out as well.

Thieving Challenge: "15 kills or knockouts" (13/15)

Swipe the coin purse off the nearby table after KO'ing the crossbow Graven, then peer over the east railing. Wait for a Graven to walk past the doorway below, then drop from the balcony and hide in the shadows.

Thieving Challenge: "Lift all loot items" (17/88)

Lower Passages

Continue to study the Graven from the shadows. When he walks west, follow behind him and knock him out near the west stairs. Or climb onto the north platform and go for an aerial takedown to score more Predator points.

Thieving Challenge: "15 kills or knockouts" (14/15)

Sneak into the passage after silencing the Graven and spy another Graven who's inspecting a book. Sneak behind him and knock him out, then collect the letter opener and brooch that rests atop the book that the Graven had been studying. Use the nearby cabinet to save your game.

Thieving Challenge: "15 kills or knockouts" (15/15)

Thieving Challenge: "Lift all loot items" (19/88)

Sneak east through the passage, circumventing some broken glass on your way to the area's final Graven. This one is leaning against some crates and is the same Graven that would have made sneaking through the lower passage very challenging. You've got the drop on him now, so put an arrow through his head and then steal both of his purses.

Ropes and Treasures

With the passage's final Graven on the ground, hack the nearby control box on the wall to disable the floor trap in the north room.

With the trap disabled, move into the north room. Collect the two candlesticks and cup on the crate, then spot an overhead anchor beam. Fire a rope arrow at the beam, then climb up to reach the high north walkway.

Thieving Challenge: "Lift all loot items" (22/88)

Leap to the high walkway, and walk west to reach a roof with a gaping hole. Jump and grab the rope that hangs through the hole, then climb down to reach a hidden treasure chest.

The chest contains two piles of coins, an ancient vessel, and a blast arrow. Climb back up the rope after claiming these valuables.

Thieving Challenge: "Lift all loot items" (25/88)

Supply Lift Approach

You've now finished looting the north passages, and it's time to move on. If you have a rope arrow, go west along the upper passage and return to the west balcony, where you knocked out a crossbow Graven not long ago.

Look up to see an overhead anchor beam. Fire a rope arrow at the beam, then climb up.

From the height of the rope, you can leap to the top of the large elevator that Orion used to descend to the depths below when you first entered the cathedral. Leap over and collect the pocket portrait that lies atop this large lift.

Thieving Challenge: "Lift all loot items" (26/88)

At this point, you can leap south to reach another rope that leads down to the supply lift that you must use to advance. (There are two elevators in this area.) Don't do this, however, for there's more plunder to discover around here. Instead, return to your rope and climb back down.

Vault the railing and then drop down into a low, narrow passage. Remain in the shadows and watch the unarmed man to the south. When he moves east (away from you), swoop behind him and knock him out

After taking out the man, peer down at a thick pipe just below you. Carefully drop to the pipe and collect a single gold coin, then climb back up.

Thieving Challenge: "Lift all loot items" (27/88)

Ante Up

You may now pull the nearby lever to call the supply lift, step aboard, and press the down button to descend to the next area in pursuit of Orion. However, if you've yet to visit the Antechamber, now's a perfect time to do so. To get there fast, run and jump from the ramp near the lever to land on a low east passage.

Collect the coin purse on the ground near the low passage's crates, then climb up the crates to return to the perch of the first Graven you knocked out in this area. Use the nearby cabinet to save, and go north to locate the Antechamber's massive gate.

Thieving Challenge: "Lift all loot items" (28/88)

Pull the lever to open the gate, then sit back and relax. It'll take some time to fully open.

Area 4: Antechamber

The Antechamber is a small, unguarded room that houses a few valuables. Had you entered the cathedral through the high window above the courtyard's west crossbow Graven, this is where your infiltration would have begun.

Grab the cup on the table and pick the nearby chest's lock to obtain some food and a pile of coins.

Thieving Challenge: "Lift all loot items" (30/88)

Next, climb the northwest crates and leap to a high platform. Snatch the telescope you discover up here—the Antechamber's last bit of loot.

Thieving Challenge: "Lift all loot items" (31/88)

Going Down

After raiding the Antechamber, return to the cathedral and make a counterclockwise circuit around the area. Move west through the lower north passage to reach the west stairs, which lead down to the supply lift. Pull the east lever to call the lift if you haven't already done so.

Board the elevator and press the down button to descend to the next area.

Objective 3: Find a Way Up to the Graven City

Area 5: Loading Docks Exterior

Common Loot

Map Icon	Item(s)
Loading Docks Exterior	
	Ancient ingot
	Scissors
	Ancient armlet
	Pile of coins
	Pen
	Ancient ingot
	Coin purse
	Gold coin
	Coin purse
	Ancient vessel
	Ancient armlet
Loading Docks Interior	
	Brooch
	Ancient armlet
	Bond
	Bond
	Bond
	Bond
	Bond
	Hand mirror
Catacomb Chamber	
	Urn
	Coin purse

Collectible Loot

Map Icon	Item(s)
Loading Docks Exterior	
	City Artifact

Documents

Map Icon	Item(s)
Loading Docks Exterior	
	Storage Room
Loading Docks Interior	
	Scavenger's Note

Enjoy the scenery as you descend to the bowels of the Hidden City. The elevator eventually comes to a crashing halt and no longer functions. Leap out and grab on to the north wall's handhold.

You've descended too far; Orion and his procession are above you. Before climbing up, drop to the platform below and descend a ladder. Keep going down until you reach the base of the elevator. Collect a single ancient ingot from atop a crate.

Thieving Challenge: "Lift all loot items" (32/88)

Climb back up the ladder and scale the wall to reach the handhold you leaped to from the elevator. Make your way across the wall, moving from grapple point to grapple point as you head to the right. There's no need to rappel; just keep moving to the right.

Treasure Run

Drop from the final grapple point to reach solid ground. Before entering the nearby tunnel, drop down to a lower walkway.

Ignore the lower walkway's valve wheel for the moment and climb onto the east platform. Collect the scissors you find up here.

Thieving Challenge: "Lift all loot items" (33/88)

Return to the valve wheel and turn it to lower the nearby hanging walkway. Turn the wheel as far right as it will go.

The walkway slowly rises to its original position, so you have to be quick. Sprint across the walkway to reach the south ledge.

Enter the nearby cave to discover a poppy and an ancient armlet. Collect both prizes, and use Focus to identify an ancient stone that's wedged into the base of the north wall. Grab this as well, then use the south ledge's valve wheel to lower the walkway once more.

Thieving Challenge: "Lift all loot items" (34/88)

GOODIE BOX
Collectible Loot #77
Unique Loot (9/9)
"City Artifact"

Sprint back over to the north walkway, then climb back up to the tunnel. Head inside.

Tunnel Traps

Locate a crawl space in the tunnel, and sneak through to reach the next passage.

Beware: The floor of the passage beyond the crawl space is trapped. Climb onto the nearby crate, and from there, head up onto the north ledge.

Hack the control box on the wall in the northwest nook. This disables the floor trap below, letting you safely claim the rope arrow and pile of coins in the center of the passage.

Thieving Challenge: "Lift all loot items" (35/88)

After moving past the trap, search the nearby cabinet to claim a pen and a letter. Climb onto the cabinet afterward, and climb onto the north ledge. Collect an ancient ingot, then drop from the ledge and continue down the tunnel.

GOODIE BOX
Document #182
Chapter 7 (3/4)
"Storage Room"

Thieving Challenge: "Lift all loot items" (37/88)

When you exit the tunnel, take a moment to observe the Graven on the overhead bridge. One of them carries a torch, and the other wields a crossbow. After their conversation, the torch-carrying Graven moves to patrol the high east ledge, while the crossbow Graven patrols the overhead bridge. You can study both Graven's patrols from your position; look up and follow the torch Graven's light to gauge his patrol route.

You could climb the nearby wall to begin your ascent, but the south stairs are the safer route, as the torch Graven won't be able to spot you. Sneak upstairs and hop the gap on your way up. Don't run or jump the gap while the crossbow Graven is standing on the overhead bridge, or he might hear you.

After hopping the gap, open the locked door to enter a small storeroom. Careful: The chest here is trapped. Hack the control box on the wall behind the door, then open the chest to claim a broadhead arrow and a flash bomb. Save your game after collecting these resources.

Exit the storeroom and climb the crates ahead to reach higher ground. You'll then be at the same height as the Graven. Use Focus to identify an explosive barrel on the bridge's west side, and ignite it with a fire arrow to slay the crossbow Graven. Alternately, wait until the crossbow Graven is walking south, toward the bridge, then pick him off with a headshot before he rounds the corner.

The Other Graven

Beware: A third Graven that you couldn't have noticed before can now spot you. He walks a patrol route through the east tunnel, periodically emerging from the tunnel to check the bridge. This Graven will be your next victim. Hop the gap and vault the bridge's railing while he isn't around to see you.

Lurk in the shadows on the bridge, waiting for an opportunity when the torch Graven is moving north and the tunnel Graven is turning to leave. Use a water arrow to douse the torch near the tunnel, then swoop across the bridge and pursue the Graven into the tunnel.

Sneak behind the tunnel Graven and knock him out. You have plenty of time to do this, for he walks a long patrol, and no other Graven guard the tunnel.

Now for the torch Graven. Backtrack a bit and lurk in the tunnel's mouth, looking for the Graven's torchlight to brighten the ledge that he patrols. When the light fades, swoop in and knock out the Graven, being careful not to step in the broken glass on the left as you approach.

Loading Docks Loot

With all three Graven down for the count, it's time to loot the area. Cross the bridge and collect the coin purse and gold coin from the west lantern-lit table.

Thieving Challenge: "Lift all loot items" (39/88)

Drop to a lower platform and enter the west side tunnel. This is where your approach would have begun had you scaled the wall instead of taking the south stairs. Collect the coin purse that lies near the corpse as you ascend.

Thieving Challenge: "Lift all loot items" (40/88)

When you reach the top of the stairs, look up and notice an overhead anchor beam. Use a rope arrow to climb up to a hidden loft, where you discover an ancient vessel and an ancient armlet.

Thieving Challenge: "Lift all loot items" (42/88)

That's all the loot you can find out here. Ascend the stairs and hop the gap in the walkway that follows, then enter the east tunnel to begin your exploration of the Loading Docks Interior.

Area 6: Loading Docks Interior

Explore the tunnel without fear; you've already eliminated its only Graven guard. Check the north nook to discover a save cabinet, a brooch that's hidden among shattered glass, and a safe. You don't yet have the safe's combo, so collect the brooch and use the cabinet to save.

Thieving Challenge: "Lift all loot items" (43/88)

Head south and follow the passage around a pit. Keep going until you reach a cluster of crates that you must crouch and sneak past. Before doing so, turn left and drop from the nearby ledge to reach a lower walkway.

Follow the lower path to its end to discover a note and ancient armlet. The note gives a clue as to the safe's combination.

GOODIE BOX
Document #183
Chapter 7 (4/4)
"Scavenger's Note"

Thieving Challenge: "Lift all loot items" (44/88)

Climb up from the lower passage and backtrack to the safe. Have you figured out the combo? It's just one number higher than the last number that the scavenger tried. The correct combo is 6, 7, 3.

The safe is filled with five valuable bonds. Collect them all, then use the cabinet again to save.

Thieving Challenge: "Lift all loot items" (49/88)

As you head south after clearing out the safe, look up and spy an overhead anchor beam to the east. Use a rope arrow to climb up to a higher ledge and snatch a hand mirror off a shelf. Make a running leap off the south ramp afterward to land near some crates, then sneak past them to reach the next area.

Thieving Challenge: "Lift all loot items" (50/88)

Area 7: Catacomb Chamber

Like the previous tunnel, this area is devoid of Graven. Turn right and collect the urn on the ground after sneaking past the crates, then climb up to higher ground and sneak past more crates.

Thieving Challenge: "Lift all loot items" (51/88)

Scale some stairs and watch a Graven in his death throes. Something's not right here. Pass by the Graven and collect a coin purse at the passage's end.

Thieving Challenge: "Lift all loot items" (52/88)

Backtrack a bit and look for a narrow opening in the wall. Slip through to reach the next area.

Area 8: Catacomb Passages

Common Loot

Map Icon	Item(s)
	Ring
	Ancient vessel
	Pile of coins

Collectible Loot

Map Icon	Item(s)
	Bronzehead Bracelet

Beware: Four vicious Freaks stalk these unholy passages. Remember that these monsters are blind but possess very keen hearing—and lethal melee attacks. You could try picking them off with fire arrows to the head, but it's best to simply sneak through and avoid them. If you're feeling opportunistic, use blunt arrows to knock down the overhead hanging beams and crush the first Freak, advancing your Thieving Challenge.

Thieving Challenge: "2 environmental exploits" (1/2)

The Short Route

If you have a rope arrow to spare, you can move through this area with minimum fuss and score a collectible in the process. Go down the north stairs and leap the gap to reach a small room with a fallen Graven. Collect the ring that the man has dropped.

Thieving Challenge: "Lift all loot items" (53/88)

Backtrack up the steps and fire a rope arrow into the north anchor beam. Leap from the rope to cross the wide gap.

After you land, open the nearby locked door to enter a room with a trapped chest. Hack the control box on the wall, and open the chest to claim an ancient vessel and a collectible loot item. Exit the room and leap to the northeast rope, then climb up to circumvent the central bridge.

GOODIE BOX
Collectible Loot #78
The Mortal Coils (6/6)
"Bronzehead Bracelet"

Thieving Challenge: "Lift all loot items" (54/88)

The Scenic Route

Even if you don't have a rope arrow, you can still reach the northeast rope. Advance across the central bridge, moving close to the Freak that's munching on a fallen Graven (assuming you didn't kill the monster by knocking down the overhead boards). Turn before you reach the monster and sneak along the south walkway, then drop from its end to reach a lower walkway.

Leap from the lower walkway and land on an even lower walkway to the east. Now simply sneak north to reach the northeast rope.

Beware: Another Freak is enjoying a meal in the nook that's north of the rope. Sneak into the nook and collect the pile of coins near the fallen Graven. If the Freak hears you, the pool of flammable liquid that lies just outside the nook can be used to light him up, provided you have a fire arrow to spare.

Thieving Challenge: "Lift all loot items" (55/88)

Climb the northeast rope and scan the east ledge for Freaks. Two stalk this area, so don't leap to the ledge until it's safe. There's more flammable liquid up here if you feel like killing the Freaks.

Once you're on the ledge, climb the wall to reach the east gate. The nearby valve wheel opens the gate, but a Freak regularly walks up to the valve wheel. Hit the light switch to turn on the lights and keep the Freak at bay, or burn up the monster with the aforementioned flammable liquid. Once you're past the gate, it slams shut behind you, sealing you in the next area.

Area 9: Catacomb Shaft

Common Loot

Map Icon	Item(s)
	Ancient armlet
	Scroll holder
	Ancient ingot
	Syringe

The Freakshow is over once you enter this area. Go up the winding staircase, passing through a ruined metal gate. Don't attempt to scale the west wall on your right, for the floor is trapped, and you'll be burned to a crisp if you do so.

Pass through the gate and keep going upstairs. Beware: A broken pipe at the top of the stairs regularly spits out searing flames. Wait for the flames to die down before you pass.

You've come to a dead end. Collect the ancient armlet from the floor, then turn around to spot a red valve wheel on the wall. Wait for the nearby fire pipe to die down again, then quickly turn the valve wheel all the way to the right to shut off the gas.

Thieving Challenge: "Lift all loot items" (56/88)

Turning the valve wheel not only disables the nearby fire pipe, but also disables the trapped floor downstairs. Cross the floor without fear now and climb the west wall.

Swipe the scroll holder off the crate on the higher passage, then open the nearby door. Climb the ladder beyond to reach a higher level.

Thieving Challenge: "Lift all loot items" (57/88)

Climb the north wall after scaling the ladder, then turn around and inch across a narrow beam that runs along the west wall. Hop over a crate to discover an ancient ingot in the southeast corner.

Thieving Challenge: "Lift all loot items" (58/88)

Backtrack across the narrow beam and start climbing up the shaft. Just keep climbing until you reach a small hole that you must crouch and sneak through. Don't let the Graven beyond the bars detect you.

Don't drop into the room after sneaking through the hole. Instead, remain on the high ledge and wait patiently for a Graven with a torch to walk into the small room below. It takes a while for him to arrive, but when he does, you'll be able to easily silence the Graven with an aerial takedown.

The other Graven has fallen asleep in a chair in the south room. Sneak in and knock him out if you like, then steal the food off the table. Step into the nearby cabinet to save.

Now go east and swipe a syringe off a barrel in a small alcove near the stairs. Scale the stairs and use another cabinet to save.

Thieving Challenge: "Lift all loot items" (59/88)

Exit the cabinet and notice a small opening in the nearby wall. Maneuver through to reach the next area. A cave-in traps you once you're through the narrow, preventing you from backing out.

Area 10: Storeroom

Common Loot

Map Icon	Item(s)
	Ancient ingot
	Coin purse
	Letter opener
	Ink bottle
	Scroll holder
	Coin purse
	Letter opener
	Pile of coins
	Syringe
	Pile of coins
	Spoon
	Urn
	Spoon
	Bracelet
	Ancient armlet
	Ancient armlet
	Ancient ingot
	Ancient ingot
	Coin purse
	Ancient vessel
	Ancient vessel

Collectible Loot

Map Icon	Item(s)
	Elder's Memory

The narrow leads to a small storeroom. Loot the chest to claim some food and a choke arrow. Turn the nearby valve wheel to open the north door, which leads into the Graven Lair.

Objective 4: Enter the Rotunda

Area 11: Graven Lair

Use a cabinet to save your progress, then advance up the nearby steps to reach a thoroughfare patrolled by Graven. Eavesdrop on the two Graven in the street, and watch as they walk side by side along their patrol. Note the two crossbow Graven on the overpass as well.

Go west to find a vent-covered crawl space. Open the vent and sneak through the crawl space to reach a small room that features a poppy and a merchant. Take a moment to stock up and resupply. Spare no expense, for a difficult battle lies ahead.

Double Cross

Backtrack out of the merchant's room and return to the thoroughfare. Snuff out the candles on the east barrel when the patrolling Graven aren't about; be quick about it to avoid raising the curiosity of the crossbow Graven on the overpass. Once the candles are out, slowly sneak through the nearby glass and then climb onto a crate so you may reach the east walkway.

Collect an ancient ingot from the rubble, then sneak along the narrow walkway, heading toward the overpass.

Thieving Challenge: "Lift all loot items" (60 /88)

03i-126.tif

Vault the east railing and hide in the shadows. If you'd like to take out the two crossbow Graven, use a water arrow to douse the brazier on the nearby wall. Do this while the patrolling crossbow Graven is to the west, and he'll take no notice of the brazier going out.

With the brazier extinguished, move up the nearby east stairs and wait for the patrolling crossbow Graven to return. Sneak behind him, steal both of his coin purses, and knock him out.

Now simply sneak up to the stationary crossbow Graven and take him down as well. Sneak very slowly to avoid raising his suspicions as you approach.

With both crossbow Graven down, you're free to explore. Search the west walkway and snatch a coin purse off a barrel.

Thieving Challenge: "Lift all loot items" (61/88)

East Passages

Backtrack across the overpass and go up the east steps to reach a small room with more loot. Find a letter opener, an ink bottle, a scroll holder, and a coin purse here, then descend the nearby stairs.

Thieving Challenge: "Lift all loot items" (65/88)

Snuff out the candles near the caged bird at the foot of the stairs, then retreat to the stairs. From here, you can overhear two Graven talking in the nearby room. When the conversation ends, one of the Graven will walk out of the room. Sneak behind him and steal both of his purses if you like, but don't knock him out or you'll rile the caged bird.

The other Graven has fallen asleep in the room. His friend won't be returning, so sneak into the room and collect a number of valuables, including a syringe, two piles of coins, a letter opener, two spoons, an urn, and a broadhead arrow. Be careful not to wake the snoozing Graven or startle the caged bird as you stuff your pockets.

Thieving Challenge: "Lift all loot items" (72/88)

Exit the room and scale the east stairs to reach a narrow passage. When you come to the passage's end, eavesdrop on another pair of Graven out in the street. When they finish talking, the crossbow Graven moves off to the east, while the sword Graven quickly falls asleep in a chair. Save your game here, for the next part is tricky.

Caged Birds and Candles

Sneak to the top of the stairs after the Graven falls asleep, and study your surroundings carefully. A sword Graven patrols to the west, while the aforementioned crossbow Graven patrols to the east. In addition, the two patrolling Graven you first spotted when entering this area walk up and down the street. There are also several caged birds in the vicinity to worry about. You'll need to time things very carefully here.

When the west sword Graven isn't looking and the patrolling Graven duo aren't about, sneak forward and snuff out the nearby set of candles near the north wall.

With the north candles out, face west and study the patrolling sword Graven. When he moves to the south (away from you), sneak west and snuff out another set of candles on a barrel near the west wall. Don't swoop or you'll startle a caged bird.

After snuffing out the second set of candles, sneak into the northwest nook, being careful not to step on the broken glass. You're safe once you're in the nook. Carefully cross the glass to collect a bracelet, an ancient armlet, and a poppy.

Thieving Challenge: "Lift all loot items" (74/88)

Tiptoe back across the glass and scale the south wall to reach a higher vantage. Save your game, then peer down at a chest that's surrounded by more broken glass in the nearby nook. Wait for the patrolling sword Graven to arrive and inspect the chest; kill him with a carefully placed arrow to the face, ensuring that the patrolling Graven duo aren't around to notice their comrade's fall. Quickly drop down and snuff out the candles without stepping on the broken glass, darkening the nook before anyone spots their fallen comrade.

Caution

Don't perform an aerial takedown to silence the Graven near the chest. The noise will send the nearby caged birds into a frenzy.

With the Graven dead and the candles extinguished, you can take your time looting the nook. Snatch the ancient armlet off the table, then open the locked chest to obtain two sawtooth arrows and two ancient ingots.

Tip

If you like, you can now pursue the patrolling Graven duo down the street and pickpocket the wealthy one.

Thieving Challenge: "Lift all loot items" (77/88)

Walkway Romp

After looting the nook, sneak east, heading back toward the sleeping Graven. Avoid being spotted by the patrolling Graven as you move to snatch the coin purse on the barrel near the snoozing Graven.

Thieving Challenge: "Lift all loot items" (78/88)

Now sneak north and climb onto the covered crates near the north wall. From there, climb up to a high ledge.

Here's hoping you bought a rope arrow off the merchant, because it will make your life easier. (If you didn't, you can always return to buy one.) Aim upward and stick a rope arrow into the overhead anchor beam. One rope is already hanging from the adjacent beam, but you need two ropes to reach the next north ledge.

Leap across the ropes to reach another high ledge. Collect an ancient vessel up here, then continue to sneak east.

Note

If you don't wish to use a rope arrow, you can leap from the rope that's already hanging here and reach the south platform. However, you won't be able to collect the north platform's ancient vessel, whose value is greater than that of a rope arrow.

Thieving Challenge: "Lift all loot items" (79/88)

When you reach the area's northeast corner, pause and wait for the crossbow Graven to move close. If you like, execute an aerial takedown on the Graven when he stops in the shadows at the end of his patrol. You'll have to climb back up to the ledges afterward, but it's an option if you'd like some bonus Predator points.

Continue to follow the ledge around the corner. Hop a gap to reach another ancient vessel. Search the nearby flowers to discover a collectible ring, then fire a blunt arrow at the nearby hanging crates to knock them down and complete one of your Thieving Challenges.

GOODIE BOX
Collectible Loot #79
Memories of the Dead (6/6)
"Elder's Memory"

Thieving Challenge: "Lift all loot items" (80/88)

Thieving Challenge: "2 environmental exploits" (2/2)

When you've finished looting the area, it's time to move on. Return to the high ledges and scale the northeast wall to infiltrate the rotunda via the high open window.

Area 12: The Rotunda

Common Loot

Map Icon	Item(s)
	Candlestick
	Ancient vessel
	Pile of coins
	Urn
	Candlestick
	Ancient armlet
	Candlestick
	Syringe

Collectible Loot

Map Icon	Item(s)
	Amber Circle

Loot the Rotunda's entry hall, swiping a candlestick off a crate and opening a locked chest to find an ancient vessel and a pile of coins. When you've finished, spin the nearby valve wheel to open the gate, then head inside.

Thieving Challenge: "Lift all loot items" (79/88)

Upon entering the Rotunda, Garrett is caught up in a dreamlike vision. Collect several poppies and two Primal Stone fragments as you explore this otherworldly place.

Tip

Whenever the inanimate specters block your path, try looking around. The specters often change position when your back is turned, allowing you to progress.

Keep going until you reach the central platform, where Orion and his Graven are frozen in time. Take the amulet from Orion's hand to advance the plot.

Boss Battle: Thief-Taker General

Thanks to the Thief-Taker General's interference, Orion has managed to flee the scene with Erin. Before you can pursue the madman, you must do battle against the vile Thief-Taker General.

Swoop to avoid the General's lethal blast arrows as you return fire from the shadows. Counter with mighty blast arrows of your own, or use sawtooth, broadhead, or fire arrows to whittle away at the General's health. Choke arrows can briefly stun the scoundrel, giving you time to collect items or close in for some melee play.

Caution

You'll blow one of your Thieving Challenges if the Thief-Taker General detects you. Keep to the shadows to remain unseen.

Note

It's not necessary to kill the Thief-Taker General, but you must weaken him to the point of defeat if you hope to escape.

Search the outer shadows to discover a box of food and a poppy, along with a water arrow that you can use to douse the room's torches—handy for keeping out of sight. However, do know that the Thief-Taker General's blast arrows can relight torches.

If you run out of firepower, search the small box atop the central pedestal to claim two precious blast arrows. Reaching these is risky, so stun the General with a choke arrow first, or create a distraction with a throwable or by firing a blunt arrow at the far wall.

Assail the Thief-Taker General with arrows until his health is gone and he's forced to one knee. At this point, you can opt to finish off the scoundrel or simply pick his pockets and spare his life. The General won't recover once he's taken a knee, so there's no need to kill him unless you're feeling vengeful. The Thief-Taker General carries three purses, two of which are filled with large sums of gold. The middle purse contains a collectible loot item.

GOODIE BOX
Collectible Loot #80
Serendi Stone Circles (7/7)
"Amber Circle"

Rotunda Plunder

Five valuable loot items lie around the rotunda, all for the taking. This includes an urn, two candlesticks, a syringe, and an ancient armlet. Be sure to collect them all after you've crippled or killed the Thief-Taker General.

Thieving Challenge: "Lift all loot items" (88/88)

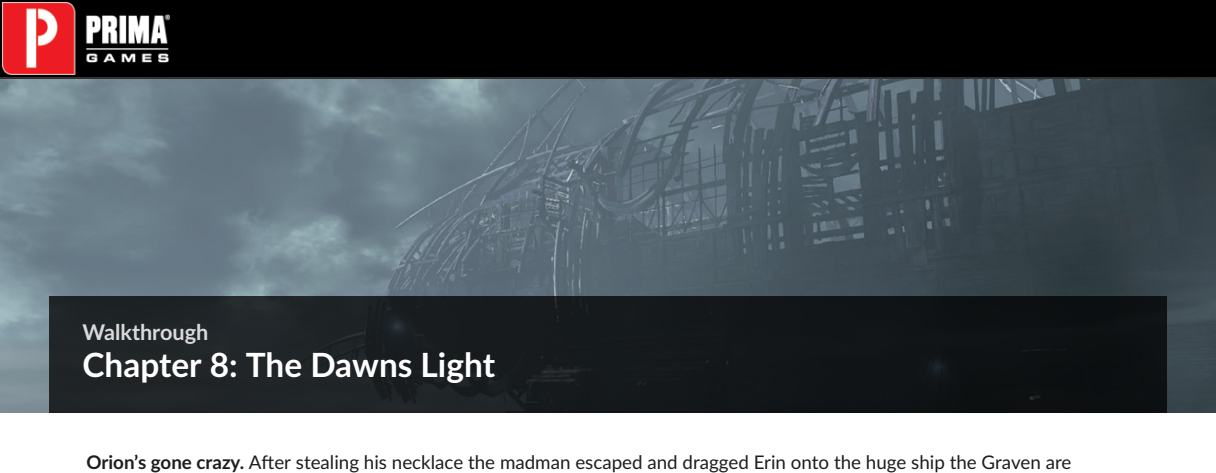
Escaping the Rotunda

The rotunda features two valve wheels: one to the north and another to the south. You must spin both wheels all the way to the right to open the west gate. This is best done after you've weakened or slain the Thief-Taker General.

Once the gate is open, you must to pick the door's difficult lock. You won't have much chance at picking it until you've crippled or killed the Thief-Taker General.

Once you've picked the lock, head through the door to make good your escape. Now, to stop Orion before it's too late!

GOODIE BOX
Document #184
Chapter Recaps (7/8)
"Chapter 7"



Walkthrough

Chapter 8: The Dawns Light

Orion's gone crazy. After stealing his necklace the madman escaped and dragged Erin onto the huge ship the Graven are building called the *Dawn's Light*. Now the only choice left is to follow him, stop him somehow and remove the energy from Erin's body without her dying. It's time to pay the price...

Chapter Stats
Collectible Loot Items: 2
Common Loot Items: 52
Pockets to Pick: 25
Locks to Pick: 7
Threats (Freaks): 8
Threats (Graven): 22

Thieving Challenges

Challenge		Playstyle	Reward
	Remain undetected	Ghost	550 G
	Take no damage	Opportunist	325 G
	14 kills or knockouts	Predator	175 G
	Lift all loot items	Hybrid	325 G

Top Tips

Keep the following tips in mind to gain an advantage in this story chapter:

- This is the final chapter, but there's no need to conserve ammo for the final boss encounter. Use everything at your disposal to rack up kills and knockouts in pursuit of your Thieving Challenge.
- Save often so you can load without losing much progress if you're ever damaged.
- You don't need to kill a single Freak during this chapter; there are plenty of Graven to subdue.
- Follow this walkthrough carefully and you'll complete every Thieving Challenge in one go.

Objective 1: Discover Where Orion Has Taken Erin

Area 1: Mine Tunnels

Common Loot

Map Icon	Item(s)
	Ancient ingot
	Ancient ingot
	Ancient ingot
	Ancient vessel
	Ancient ingot
	Ancient armlet
	Ancient vessel
	Candlestick
	Hairbrush
	Turquoise brooch

Collectible Loot

Map Icon	Item(s)
	Mourning Bell

You begin this mission in a dark mine tunnel. There are Freaks to fear here, so be on your guard. Explore the short north passage to discover an ancient ingot among the rubble.

Thieving Challenge: "Lift all loot items" (1/52)

Head west and spy a small opening in the north wall. Sneak into here to discover a secret crawl space that provides a significant shortcut through the tunnels; you'll end up at the lower mine rails. This is a good route to take if you're trying to avoid the Freaks, but there's nothing of interest in the crawl space, so we'll guide you along the longer, more challenging route.

Beware: A Freak stalks the high west passage. To avoid him, approach the aforementioned crawl space, then climb up the west wall to reach the higher passage; you'll be past the Freak. You can also pick off the Freak with a fire arrow headshot, or attempt to lure the monster into the flammable liquid in the lower passage and set him ablaze.

Thieving Challenge: "14 kills or knockouts" (1/14)

Take the high north passage and then round the corner, heading west. After descending the next set of steps, turn around and grab the ancient ingot that sits on the ground near the tunnel's wooden support frame.

Thieving Challenge: "Lift all loot items" (2/52)

The door ahead is locked, and picking its lock—even if you make no mistakes—can raise the suspicion of the Freak that lurks on the other side. Peer through the keyhole and wait for the Freak to move away from the door before picking the lock and moving through.

Once you're past the door, use a fire arrow and ignite the liquid in the south passage, wiping out the Freak. If you'd rather just give him the slip, close the door behind you and drop off the ledge to reach the lower mine rails.

Thieving Challenge: "14 kills or knockouts" (2/14)

Lower Mine Rails

A stationary Freak stands to the east, with an ancient vessel and an ancient ingot lying on the ground right nearby. If you sneak very slowly, you can collect both of these items without raising the Freak's curiosity. A fire arrow to the monster's melon certainly makes things easier. You can also try to lure the creature toward the north flammable liquid.

Thieving Challenge: "14 kills or knockouts" (3/14)

Thieving Challenge: "Lift all loot items" (4/52)

Kill or sneak past the Freak and steal another ancient ingot off the barrel in the southeast nook. The exit of the crawl space near the area's entry is right nearby, but again, there's nothing of interest in the crawl space.

Thieving Challenge: "Lift all loot items" (5/52)

Sneak past the Freak again (if you didn't kill it) and climb back up to the higher path. Look for an anchor beam near the ceiling and stick a rope arrow into it, then leap over to a high nook that contains an ancient armlet and an ancient vessel.

Thieving Challenge: "Lift all loot items" (7/52)

Drop from the high nook and explore the rest of the lower mine rail. Another Freak stalks the railway's west passage; follow behind the monster to reach a locked chest.

The Freak crouches down near the chest, giving you an opportunity to set the nearby liquid ablaze and kill the creature. The nearby barrel is also volatile and will explode, ensuring the kill. If you've killed every other Freak encountered thus far, then this is the final Freak in the area. If you're sneaking past the Freaks, wait for this one to move east, then collect the candlestick from the ground near the chest and set about picking its difficult lock.

Thieving Challenge: "14 kills or knockouts" (4/14)

Thieving Challenge: "Lift all loot items" (8/52)

You have plenty of time to work on the chest's lock before the Freak returns, so take your time and avoid making mistakes. The chest contains a hairbrush, a turquoise brooch, and a collectible loot item. Pluck the poppy that grows near the chest after pocketing your score.

GOODIE BOX
Collectible Loot #81
The Pinned Castinets (6/6)
"Mourning Bell"

Thieving Challenge: "Lift all loot items" (10/52)

If you allowed the Freak to live, it will eventually be returning. To avoid it, backtrack north from the chest and scale the northwest wall to reach the higher passage. Before climbing up, ensure that the Freak roaming this passage isn't about.

Follow the higher passage south to reach a crawl space. Move through to reach the passage's end, then drop back down to the mine rail. You've now circumvented the Freak that stalks near the chest.

Follow the mine rail to a locked door. No Freaks lurk on the other side, so simply pick the lock and head through.

Orion's Vessel

Just beyond the door, you catch a glimpse of Orion's massive ship, the *Dawn's Light*. The madman certainly has been busy. Drop and slide down the nearby slope afterward to reach the next area.

Objective 2: Find a Way to the Boat

Area 2: Old City Bluffs

Common Loot

Map Icon	Item(s)
	Ancient armlet
	Wineglass
	Wineglass
	Gilded bottle
	Ancient armlet
	Saucer
	Saucer
	Teacup
	Teacup
	Teapot

Sneak to a crate and peek around the corner, eavesdropping on the Graven ahead. When the captain finishes his pep talk, one of the Graven heads directly toward you.

Remain near the crate and wait for the Graven to walk past. He won't spot you as long as you remain completely still. The Graven stops in the shadows just beyond the crate. You have just enough time to steal both his coin purses and knock him out before he turns around.

Tip

You can also make things easier by dousing the nearby wall torch when the guard isn't around. This gives you more darkness in which to work.

Thieving Challenge: "14 kills or knockouts" (5/14)

Secret Crawl Space

When you've finished with the guard, collect the ancient armlet on the ground near the crate, then check the nearby east nook to discover a secret crawl space. Go through to take a shortcut to the north.

Thieving Challenge: "Lift all loot items" (11/52)

When you exit the crawl space, climb onto the nearby wall's pipes. Maneuver across the pipes to cross the chasm and reach the west ledge.

Linger at the bottom of the final pipe, and wait for a Graven to walk close. Drop from the pipe when the Graven leaves, then sneak to the north shadows and ready a broadhead arrow. Save your game and pick off the Graven with a headshot as he approaches. Time it so that his body lands in the shadows.

Tip

If you prefer to avoid the Graven, lodge a rope arrow into the overhead anchor beam and climb up to the room beyond the captain, remaining unseen.

Thieving Challenge: "14 kills or knockouts" (6/14)

Treasure Room

Use the nearby cabinet to save, then sneak south very slowly to avoid making noise in the broken glass. Keep to the shadows to avoid being seen by the captain as you head for the southwest stairs.

The captain can't see you while you hug the west wall. Hack the control box near the stairs to unbar the nearby door.

Sneak over to the door, hugging the west wall to avoid detection by the overhead captain. Enter the room to discover two food items, two wineglasses, and a gilded bottle. Open the small box on the table to claim two fire arrows and two water arrows.

Thieving Challenge: "Lift all loot items" (14/52)

Captain Bashin'

Exit the treasure room and return to the southwest stairs. Sneak up and collect the ancient armlet on the landing. Sneak up behind the captain, pick his pockets, and then knock him out.

Thieving Challenge: "Lift all loot items" (15/52)

Gabbing Graven

Carefully sneak into the room at the top of the stairs. Two Graven are having a conversation in the room. When their conversation ends, one of them exits through the south door, and the other begins to walk around the room. Sneak behind the Graven in the room and knock him out.

Tip

If you prefer to simply avoid the Graven, sneak along the room's north wall to discover a secret crawl space that leads you outside.

Thieving Challenge: "14 kills or knockouts" (8/14)

Sneak behind the other Graven, who's leaning over a railing. Pick his pockets and knock him out as well.

Thieving Challenge: "14 kills or knockouts" (9/14)

Snatch a flash bomb out of a small box that sits on a crate near the room. Collect two saucers, two teacups, and a teapot from the nearby shelf as well, then either scale the west wall or use the room's crawl space to advance.

Thieving Challenge: "Lift all loot items" (20/52)

Objective 3: Board the *Dawn's Light*

The crawl space leads you outside. You're right near Orion's ship, but the gangplank has been removed. You'll have to find another way aboard.

Drop from the ledge and trade with the merchant in the nearby tunnel if you like. Make sure you have some rope and water arrows. Climb the crates to reach the next area.

Area 3: Dry Dock

Common Loot

Map Icon	Item(s)
	Ashtray
	Gold coin
	Pile of coins
	Coin purse
	Syringe
	Gilded bottle

You're getting close to the *Dawn's Light*, but a few more Graven lie between you and Orion's impressive vessel. Before moving up the nearby slope, check the nearby scaffolding to discover that you can climb it. This provides a swift means of sneaking past the Graven and boarding the ship, but you'll miss out on a few loot items if you go this route.

Instead, sneak up the slope until you move close to two Graven. When they finish talking, the crossbow guard will begin to patrol the slope. Quickly swoop back down to the scaffolding and take cover in the dark corner.

When the crossbow Graven ascends the slope, sneak behind him and steal both of his coin purses, then knock him out. Be sure to knock him out before he climbs too high or his partner may be alerted.

Thieving Challenge: "14 kills or knockouts" (10/14)

Once the crossbow guard is down, the remaining guard is easy pickings. Sneak around the crates to slip behind him, and pick his pockets and knock him out as well. Once this guard is down for the count, you can safely swipe the ashtray that sits on the crate near the brazier. Open the small box on the crates as well to claim two sawtooth arrows.

Thieving Challenge: "14 kills or knockouts" (11/14)

Thieving Challenge: "Lift all loot items" (21/52)

All Aboard

Cross the ledge beyond the Graven, climbing a wall to reach higher ground. When you come to some stairs, check to the right to discover one gold coin and a pile of gold coins hidden nearby. Next, scale the stairs and swipe the coin purse that rests on the nearby crate.

Thieving Challenge: "Lift all loot items" (24/52)

Look up to spy an overhead anchor beam. If you have a rope arrow, use it to infiltrate the *Dawn's Light*. You'll then be able to collect a syringe and gilded bottle. If you don't have a rope arrow, you'll have to backtrack to the scaffolding and climb onto the ship the old-fashioned way. Either way, you'll end up on the Treadwheel Deck.

Thieving Challenge: "Lift all loot items" (26/52)

Area 4: Treadwheel Deck

Common Loot

Map Icon	Item(s)
	Vase
	Coin purse
	Coin purse
	Telescope
	Scissors
	Microscope
	Gear
	Fork
	Vase
	Desk bell

No matter how you've chosen to board the *Dawn's Light*, your first task involves navigating a series of pipes affixed to the wall. There's no need to rappel, for there's no floor beneath you. Make sure you don't fall as you work your way up to a higher deck.

Head upstairs after dropping from the final pipe and head west. Ignore the door on your left as you go; it leads to a well-lit balcony that's patrolled by a Graven, and opening it is risky. Descend the west stairs instead to reach the lower deck.

Careful: A Graven with a lantern patrols the lower deck. Remain in the stairwell until he moves to check the west crates, then sneak behind him, steal his gold, and knock him out.

Thieving Challenge: "14 kills or knockouts" (12/14)

Down in the Darkness

With the lantern Graven down, sneak east, heading for the south stairs. Don't descend the stairs, but keep going east to discover a spot where you can drop down to the shadows. Pick off the south Graven with a headshot before dropping down.

Thieving Challenge: "14 kills or knockouts" (13/14)

Loot the dead Graven's body and then enter the nearby cabinet to save. Swipe the vase off the nearby table and snuff out the table's candles to ensure no other Graven spot you down here.

Thieving Challenge: "Lift all loot items" (27/52)

Go west to locate a crawl space that requires the wrench tool to enter. Before unscrewing the vent, collect a coin purse that sits on a crate behind you.

Thieving Challenge: "Lift all loot items" (28/52)

Enter the crawl space to discover a poppy, two bags of food, a coin purse, and a telescope. The crawl space is a dead end, so backtrack out.

Thieving Challenge: "Lift all loot items" (30/52)

Balcony Battery

Your next victim is the Graven on the north balcony. Head for the east stairs, swooping past a lantern's light. Swoop past the torchlight on the landing as well, and keep moving upstairs to reach a door that leads to the balcony.

Tip

You can also reach the balcony by lodging a rope arrow into the high west anchor beam. This is a good way to slip through the area if you're trying to avoid harming anyone.

Peer through the keyhole before opening the door, and study the balcony's patrolling Graven. You have a much better angle on his movements from this vantage. Open the door and sneak onto the balcony when the Graven is moving west (away from the door.)

Swoop behind the Graven as he moves west. Don't worry about any other Graven seeing you; they won't. Pick the balcony Graven's pockets and knock him out at your convenience.

Thieving Challenge: "14 kills or knockouts" (14/14)

Wrench in the Works

After KO'ing the balcony Graven, collect the pair of scissors on the ground near the west vent. If you unscrew the vent, you can slide down a crawl space to slip past the remaining Graven, but it's a one-way trip. The crawl space is an excellent way to quickly sneak through the ship, but you'll miss a few pieces of loot if you take this approach.

Thieving Challenge: "Lift all loot items" (31/52)

East Walkway Approach

If you don't have the wrench tool or if you simply want to wipe out the Graven and collect more loot, then backtrack down the east stairs and peek around the corner when you reach the bottom. Study the Graven down the walkway ahead. One periodically walks out from the east alcove, while another regularly moves to the walkway's far end.

Wait for a moment when both Graven are moving away from the walkway (out of your sight). When this occurs, swoop past the torchlight and then quickly climb onto the shelf on your left.

From the height of the shelf, you have a perfect view of the Graven. You can perform an aerial takedown on the alcove Graven from here, but it's far too risky. Instead, drop from the shelf and hide in the alcove's north shadows while the alcove Graven is out on the walkway.

Wait for the alcove Graven to return, then steal his gold and knock him out. The other Graven at the end of the walkway won't see or hear the struggle.

With the alcove Graven down, swipe a microscope and gear from the nearby table, being careful not let the other Graven see you. Climb back over the shelf to return to the east walkway.

Thieving Challenge: "Lift all loot items" (32/52)

Southern Graven

Now let's get the Graven who patrols the walkway's south end. Wait until he's moving off to the west, then loose a water arrow to douse the torch on the wall. As long as the Graven isn't near the torch or looking at it, he won't become curious or bother to relight it.

With the torch out, wait for the Graven to return, then slay him with a headshot. With the torch out, no one will witness the murder. Alternately, pursue the Graven, take cover among the south crates, and go for the knockout when he moves toward the doused torch. Either way, swipe the fork off the crate afterward.

Thieving Challenge: "Lift all loot items" (34/52)

Only two Graven remain. One is stationary to the west, while the other patrols the walkway ahead. Pick off the patrolling Graven with a headshot when he pauses at the end of his walk, facing you. Then simply sneak behind the remaining Graven and crack his skull. Swipe the vase off the nearby shelf and use the cabinet to save before heading upstairs.

Thieving Challenge: "Lift all loot items" (35/52)

Moving On

Upstairs, snatch the desk bell and poppy near the cabinet, then use the cabinet to save. Scale the south wall to slip through a window and land on a cargo lift.

Thieving Challenge: "Lift all loot items" (36/52)

Area 5: Stowage Deck

Common Loot

Map Icon	Item(s)	Found?
	Teacup	
	Teapot	
	Surgical scissors	
	Syringe	
	Magnifying glass	
	Gilded bottle	
	Urn	
	Surgical scissors	
	Gear	
	Gilded bottle	
	Magnifying glass	
	Surgical scissors	
	Urn	
	Syringe	
	Telescope	
	Gear	

Collectible Loot

Map Icon	Item(s)	Found?
	Compassion, Foul	

The lift groans under Garrett's weight and slowly delivers him to a lower deck. Crouch and press your back against the lift's rear wall to avoid being spotted by the crossbow Graven who patrols the balcony ahead.

When the Graven turns to check the south balcony, sneak out of the lift and steal all three of his purses. Swoop to the shadows afterward, waiting for him to move back to the elevator. Knock him out from behind when he does.

East Room and Balcony

Peek through the east door's keyhole after dropping the crossbow Graven. Spy another Graven pacing back and forth in the small room beyond. Open the door when the Graven is moving to the right (south).

Knock out the Graven from behind, then snuff out the room's candles and collect the teacup and teapot on the table. Be careful not to let the crossbow Graven outside the room spot you through the windows.

Thieving Challenge: "Lift all loot items" (38/52)

Open the south door when the outdoor crossbow Graven isn't looking, then peek around the door frame. Sneak out and neutralize the Graven when a chance permits—no one will see you up here. Grab the nearby surgical scissors after the deed is done.

Thieving Challenge: "Lift all loot items" (39/52)

If you move to the balcony's south end, you can hop the railing and slide down a roof to reach some wooden beams. This places you in position to perform aerial takedowns on two of the three guards below, but knocking any of them out in this fashion will result in the remaining guards attacking you. Resist the urge unless you're feeling especially violent, and backtrack to the cargo lift instead.

West Room and Balcony

Go west from the cargo lift to reach another room that's patrolled by a Graven. Peek through the keyhole and study the Graven's patrol route.

Enter the room when the Graven walks to the left (south). Don't pursue him right away, but keep to the shadows in the room's southeast corner. Sneak up on the Graven when he moves to the candlelit desk. Steal both of his coin purses, knock him out, and then loot the room to find a syringe and magnifying glass.

Thieving Challenge: "Lift all loot items" (41/52)

Use the razor tool to slice out the painting that hangs on the room's wall and obtain this chapter's final collectible.

GOODIE BOX
Collectible Loot #82
The Court of Montonessi (12/12)
"Compassion, Foul"

Pick the locked south door and step out onto the balcony. Collect the gilded bottle that sits among the clutter out here.

Thieving Challenge: "Lift all loot items" (42/52)

Return to the room and pick the locked east door. Step out onto the balcony and spy a rope hanging within your grasp. If you have a rope arrow, you can use it to drop another rope down from the neighboring anchor beam above. This lets you reach the hanging platforms and take a shortcut to the ship's south side, where the door to the next area is located.

Lower Decks

Even if you don't have a rope arrow, leap to the hanging rope and climb down. Drop from the end of the rope to reach the deck below.

Open the locked east door to visit a small room that contains an urn, some surgical scissors, and a gear. Grab all of these and then sneak back outside.

Thieving Challenge: "Lift all loot items" (45/52)

Ignore the three Graven to the south and keep to the lower deck's north end. Peer down through the large hole in the floor and wait for another Graven to walk past. When the chance permits, neutralize him with an aerial takedown. Or drop down and work at picking his pockets before putting him on ice.

You're now exploring the ship's cargo hold. There are no more Graven to worry about down here, so take your time looting the place. Grab the gilded bottle behind the north crate, then find a magnifying glass on the northwest table and some surgical scissors on the nearby crate. Go east from there to discover an urn on a shelf. Enter the east side room to find a syringe, telescope, and gear.

Thieving Challenge: "Lift all loot items" (52/52)

Exit the room and hack the control box on the southwest wall near the candlelit desk. This unbar's the southwest door. Open the door to reach a staircase that leads back up to the main deck.

After climbing the stairs, you can take the south door to reach the next area. The north door is locked, and the remaining Graven are standing on the other side. If you feel like starting some trouble, pick the door's lock to get the drop on them. Just don't make any mistakes or they'll hear you.

Once you're outside, you can sneak very slowly and climb the crates to the right without being detected. From there, you can climb up to the aforementioned wooden beams and set up headshots and aerial takedowns. However, it's really not worth the risk, for these Graven carry no valuables. Proceed through the south door to visit the next area.

Objective 4: Follow Erin's Trail

Area 6: Chapel

Note

There are no loot items to find in the chapel.

Upon reaching the chapel, Garrett witnesses Orion's tragic end. There's nothing to discover around the chapel, so proceed north to return to the stowage deck in pursuit of Erin.

Area 5: Stowage Deck (After Erin's Wrath)

Note

There are no loot items to find in this version of the stowage deck.

The stowage deck is filled with Graven who appear to be frozen in time. There's nothing of interest here, so simply sprint past them, heading downstairs and north.

Up north, a door is open that wasn't before. The door is easy to spot, for luminescent flowers have sprouted all around. Go through to reach a new section of the stowage deck.

Objective 5: Get Close to Erin

You catch up with Erin in the stowage deck, but she quickly vanishes. You must sneak up on her without letting her see you.

Sneaking up on Erin isn't difficult, for there are many routes to take through this new section of the stowage deck. She has moved off to the west, and the luminescent flowers that grow all around her make it easy for you to see her. Sneak up behind Erin and touch her shoulder to advance the plot.

Objective 6: Follow Erin's Trail

Erin vanishes after you touch her, fleeing back to the chapel. Just for fun, she's turned all of those frozen Graven you passed into vicious Freaks. Backtrack toward the chapel, being careful to avoid the Freaks as you go. Cutting through the east side room is a sound plan.

One Freak stands right near the door to the stairs that lead out of the stowage deck. You must sneak as slowly as possible in order to slip past this monster. If it ever begins to suspect you, freeze in your tracks and wait for its suspicions to fade. Or use a blast arrow or fire arrows to obliterate it (there's no need to conserve ammo at this point).

Another Freak lurks in the room just above the stairs. Wait for it to move away from the south door, then sneak past and reenter the chapel.

Objective 7: Steal the Primal Energy from Erin

Area 6: Chapel (Revisited)

Note

There are still no loot items to find in the chapel.

Erin stands in the center of the chapel, her back turned to you. Sneak up behind her in an effort to steal the Primal Energy away.

Things don't quite go as planned. Erin releases a blast of energy, and the Primal Stone shatters into three fragments. You'll have to collect them all in order to remake the Primal Stone.

Final Boss: Primal Erin

One Primal Stone fragment is just a short jaunt to your left, in the chapel's northeast corner. Another fragment is all the way to the south, and the third is down low, near the broken floor to the west. You can collect the fragments in any order, but we recommend going after them in the aforementioned order.

The moment you gain control, sprint to your left, jump a gap in the walkway, and take cover behind some crates. You have just enough time to get there before Erin unleashes a pulse of Primal energy. Erin regularly unleashes these blasts, and you'll suffer greatly if they catch you. Erin's blasts can harm you from clear across the chapel, but as long as you remain behind cover, you'll take no damage.

Tip

The trick to surviving this encounter lies in always keeping some sort of object between you and Erin. You don't need to be stealthy; you just need to find some form of cover each time she unleashes her rhythmic Primal blasts. The chapel's many support columns are ideal, for you can easily circle around them and hide from Erin no matter where she appears.

Note

Unlike the battle against the Thief-Taker General, you can't be detected during this final battle against Erin, so don't worry about blowing your Thieving Challenge.

The Northeast Fragment

The northeast fragment is closest to your starting position, so go after that one first. As previously noted, you must race to the northeast crates, or else Erin's opening Primal blast will wound you. Move to collect the northeast fragment between breaks in Erin's rhythmic attacks, pressing the Interact button to grab it.

Erin appears in front of you after you collect the northeast fragment. Move to your right a bit and take shelter behind the nearby support column, for Erin soon unleashes a massive blast. This one's fatal if it catches you, so get behind that column, pronto. Move to your left and use the same column to avoid her next regular attack.

Tip

Load your last save if you take any damage during this final battle. You've come too far to blow your Thieving Challenge now!

After you collect the first fragment, Erin spawns a host of ghostly clones. These specters won't unleash big blasts like the real Erin, but they can block your path and damage you with the smaller bursts they unleash when they vanish. Still, it's fairly easy to avoid damage as long as you sprint from cover to cover and anticipate Erin's steady blasts. Ignore the specters and focus on avoiding the real threat.

The South Fragment

After Erin's massive blast is over, drop from the ledge and sprint south, aiming to scale the south wall. If Erin appears before you get there, use the east support column as cover.

Take cover behind the nearby column after climbing the wall, then sprint west across the chapel's south walkway. Quickly collect the south fragment from the walkway as you go, then keep dashing west.

After collecting the south fragment, take cover behind the southwest crates and support post. Erin soon unleashes another massive blast as payback for your grabbing the second fragment.

The Southwest Fragment

The final fragment is just below you, but reaching it is tricky due to the broken floor below. Avoid Erin's next attack, then sprint north, slowing as you near the gap in the walkway and pressing the Cancel button to drop to the lower floor.

Take cover from Erin's next blast when you reach the lower floor. Sprint south after the blast, hugging the west wall as you make for the final fragment. Slow down as you approach the fragment to ensure you don't accidently leap to your death.

Erin all but gives up after you re-form the Primal Stone. She collapses in a heap, exhausted with the game. Though she isn't hard to find, the Primal Stone acts like a tracking device, helping you locate her. Approach Erin to steal away the Primal energy and bring the battle to an end.

GOODIE BOX
Document #185
Chapter Recaps (8/8)
"Chapter 8"

Congratulations!

You've completed *Thief*'s story. Now you may continue your adventures in the City and complete any side jobs you've yet to accomplish. You can also replay past story chapters and client jobs, or simply hunt for the many pieces of loot hidden around the City. If you've been following this walkthrough faithfully, then you've already seen and done everything the City has to offer...so why not try Challenge Mode?

Client Jobs

Introduction

Over the course of his adventures, Garrett encounters a couple of interesting clients who will pay the master thief handsomely for completing a handful of special jobs. Because these optional asides can be completed any time you choose and are somewhat involved, they're all covered here in the "Client Jobs" chapter.

Client Jobs

Garrett's Clients

Ector

A hardworking inventor, Ector yearns to bring his mechanical automaton to life. He requires several advanced gadgets in order to realize this dream and richly rewards Garrett for each device the master thief manages to “acquire.” Ector can be found in his shop, Ector’s Emporium. Follow the street north of the clock tower in Stonemarket to find him.

After you complete Chapter 1: Lockdown, obtain and complete Basso’s “Machinations” side job. You’ll meet Ector in the process. Once the introductions have been made, you’ll be able to accept the following client jobs from Ector:

- **Client Job 1: “Hand Tailored”**: Available after you complete Chapter 1: Lockdown.
- **Client Job 3: “Silence Is Golden”**: Available after you complete Chapter 3: Dirty Secrets.
- **Client Job 6: “Heartbroken”:** Available after you complete Chapter 6: A Man Apart.

Vittori

This passionate ringmaster runs an impressive carnival, but many of his greatest attractions have been stolen. Help Vittori recover his prized possessions, and he’ll part with top coin. Vittori can be found in the Siren’s Rest tavern at the far end of South Quarter.

After you complete Chapter 2: Dust to Dust, obtain and complete Basso’s “Carnivalesque” side job. You’ll meet Vittori in the process. Once the introductions have been made, Vittori will offer you the following client jobs:

- **Client Job 2: “Happy Medium”**: Available after you complete Chapter 2: Dust to Dust.
- **Client Job 4: “The Carnal Connoisseur”**: Available after you complete Chapter 4: A Friend in Need.
- **Client Job 5: “Sideshow Attraction”** : Available after you complete Chapter 5: The Forsaken.

Client Jobs

Client Job Walkthroughs

Client jobs are just like mini-missions: You must infiltrate a specific area in order to complete your objective. Because client jobs are somewhat involved, the following walkthroughs are set up just like the walkthroughs for the main story missions. You'll find all of the same elements, including the following:

Chapter Stats

Each client job walkthrough begins with a comprehensive list of stats pertaining to the mission at hand. Here's what the stats mean:

Collectible Loot Items: The number of collectibles to be found in the mission. These special pieces of loot are showcased in the Journal's "Collectibles" page. Due to the collectibles' rarity, special boxes appear to spotlight them whenever they can be obtained.

Common Loot Items: The number of common loot items to be found in the mission. This includes all goods that you can fence for gold, such as cups, pens, candlesticks, gears, and so on. Because there are so many common loot items to find, special checklists and progression flags appear in the walkthrough to help you track them all down.

Pockets to Pick: The total number of pickpocketing opportunities you have during the mission. Challenge yourself to pick every pocket!

Locks to Pick: The total number of locks that you can pick during the mission. This includes locked doors, safes, boxes, chests, and so on. Gotta pick 'em all!

Threats (Guards/enemies): The total number of threats encountered in the mission (guards and other enemies). Civilians and caged birds/dogs are not counted, as they can't actually harm you.

Thieving Challenges Tables

These tables provide information on the client job's unique Thieving Challenges. Fulfilling these optional challenges can earn you significant amounts of bonus gold, as detailed in the opening "Thieving Challenges" tables.

Tip

Unlike the main story missions, you can complete all of a client job's Thieving Challenges in one playthrough; they are not paired to Playstyles. The only exceptions are those challenges that lie in direct conflict with one another. Complete as many challenges as possible to pocket lots of bonus gold!

Thieving Challenge Progression Flags

Thieving Challenge: "Example" (1/1)

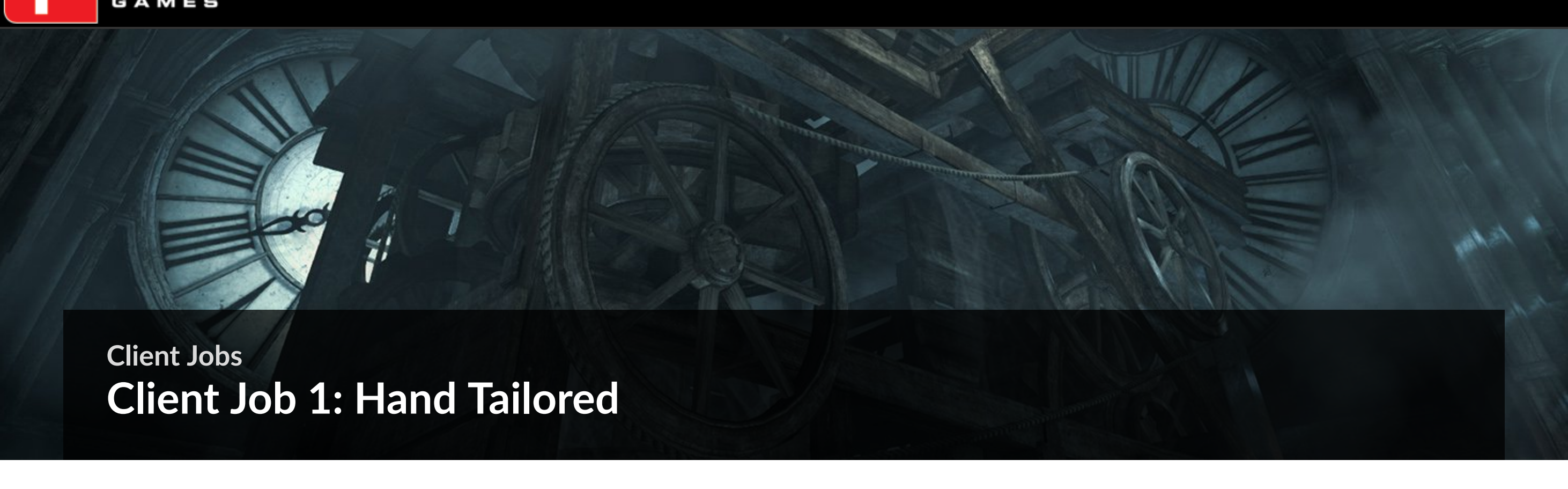
Top Tips

Each client job also begins with a quick list of tips that give you an advantage going into the mission. Here are some examples:

- Use the maps and checklists to track down every piece of loot.
- Mark off each loot item in the checklists as you find them.
- Follow the walkthroughs carefully and you won't miss a thing!

Collectible and Document Boxes

Lastly, the client job walkthroughs feature special boxes that appear whenever you find a tracked collectible or document. Open the Journal to see that a specific amount of collectibles and documents can be acquired in the game. As such, these boxes are numbered throughout this entire guide—not just in the main walkthrough, but also in these optional client jobs. If the numbering of these boxes seems to jump around, you may have missed something in the main walkthrough, or perhaps you chose not to undertake one of these client jobs when it first became available. Whatever the case, these boxes, in combination with your Journal, will help you track down every last document and collectible in the game. Good luck!



Client Jobs

Client Job 1: Hand Tailored

Ector wants me to break into Alfonso’s tailors and steal a mechanical hand he says belongs to him. Something feels odd about this whole affair but the loot sounds interesting.

Client Job Stats

Collectible Loot Items: 3

Common Loot Items: 24

Pockets to Pick: 5

Locks to Pick: 3

Threats (Eelbiters): 4

Thieving Challenges

Challenge		Value
	Remain undetected	120 G
	Pick 5 pockets	90 G
	1 kill or knockout	50 G
	Lift all loot items	230 G

Top Tips

Keep the following tips in mind to gain an advantage in this client job:

- The wrench tool makes things a little easier once you’re inside the shop.
- If you’re playing on the highest difficulty, bring plenty of blunt arrows so you can create distractions in the shop.
- The razor tool is required if you hope to find all of the collectibles. However, you can accept this job before the razor tool is available, but you’ll need to replay the job to obtain the collectible that requires the razor tool.

Objective 1: Steal the Automaton’s Mechanical Hand

Area 1: Alfonso’s Surroundings

Common Loot

Map Icon	Item(s)
	Ashtray
	Pocket portrait

It seems you aren’t the only one interested in visiting the tailor tonight. A member of a local gang called the Eelbiters is roughing up a civilian just outside the shop. Eavesdrop on the Eel as he gives a local civilian a firm scolding.

The civilian isn’t a threat to you, but the Eel is. Keep to the shadows in the middle of the street (to the left of the broken glass), and you can sneak right up to and past the Eel just before his curiosity is raised. Move behind him and pick his pockets, being careful not to step on the broken glass or bump into any fragile objects along the way.

Thieving Challenge: “Pick 5 pockets” (2/5)

Knock out the guard after picking his pocket, then sneak north and swipe an ashtray off the north crate. Backtrack behind the guard afterward and peer through the keyhole of the shop’s locked front door.

Thieving Challenge: “1 kill or knockout” (1/1)

Thieving Challenge: “Lift all loot items” (1/24)

Inside the shop, another Eel is shaking down the tailor. Pick the door’s lock if you like, but don’t enter the shop just yet.

Instead, sneak east down the street. Pass through a gate and climb through an open window on your right to enter a small, candlelit room.

Swipe the pocket portrait off the room’s table, then enter the cabinet to save your progress.

Thieving Challenge: “Lift all loot items” (2/24)

Go north and pluck the poppy that grows near the door at the street’s east end. Move to the doorway and study the tailor and Eels on the shop’s main floor (there are two thugs in the shop now). Don’t make any aggressive moves just yet—there’s an easier way inside.

Climb onto the nearby crate and enter the high open window to infiltrate Alfonso’s Residence.

Area 2: Alfonso’s Residence

Common Loot

Map Icon	Item(s)
	Pocket portrait
	Ink bottle
	Scissors
	Earrings
	Hand mirror
	Perfume bottle
	Vase
	Perfume bottle
	Hairbrush

Collectible Loot

Map Icon	Item(s)
	The Statuesque Lady
	Guilt Has Black Wings

Documents

Map Icon	Item(s)
	Eelbiters Contract
	Engineer’s Letter to Alfonso

Collect the food on the candlelit barrel as you enter Alfonso’s Residence. Snuff out the candles, then sneak into the adjoining room.

Beware: A single Eel is searching the residence’s second floor and will soon be entering the room through the north door. Hit the light switch on the north wall, and unscrew the west vent to enter the short crawl space beyond.

Remain inside the crawl space and spy on the patrolling Eel. Wait patiently for him to enter the room you’ve darkened.

Continue to wait until the Eel leaves, then exit the crawl space and follow behind him. Pick his pockets and knock him out.

Thieving Challenge: “Pick 5 pockets” (3/5)

With the Eel down, you’re free to plunder the residence. Return to the previous room and swipe the pocket portrait and ink bottle off the west shelf, along with the scissors and document on the table.

Thieving Challenge: “Lift all loot items” (5/24)

GOODIE BOX
Document #30
Ector Client Jobs (4/21)
“Eelbiters Contract”

If you have the razor tool, you can steal the painting on the room’s east wall. If you don’t have this tool yet, you’ll have to revisit this client job in the future to steal the painting.

GOODIE BOX
Collectible Loot #23
The Court of Montonessi (3/12)
“Guilt Has Black Wings”

Move to the hallway and search a small table’s drawer to find some earrings. The bedroom and bath are also filled with valuables. Pick the nightstand’s locked drawer to discover a collectible loot item, and search its lowest drawer to find a letter.

GOODIE BOX
Collectible Loot #14
Whiteridge’s Duty (1/6)
“The Statuesque Lady”

GOODIE BOX
Document #31
Ector Client Jobs (5/21)
“Engineer’s Letter to Alfonso”

Thieving Challenge: “Lift all loot items” (11/24)

After cleaning out the second floor, backtrack to the window you used to enter the residence. Climb out and drop down to the crate, then carefully sneak into the shop through the back door.

Area 3: Alfonso’s Shop

Common Loot

Map Icon	Item(s)
Shop	
	Vase
	Earrings
	Perfume bottle
	Hairbrush
	Earrings
	Vase
	Scissors
	Pocket portrait
Alfonso’s WorkshoP	
	Pocket portrait
	Ink bottle
	Hand mirror
	Scissors
	Turquoise brooch

Collectible Loot

Map Icon	Item(s)
	The Mechanical Hand

Documents

Map Icon	Item(s)
	Alfonso’s Register
	Alfonso’s Workbook

There’s only one Eel in the shop now; the other Eel has gone downstairs to search the cellar. Sneak very slowly and remain in the shadows near the shop’s south wall, and you can slip right past the stationary Eel unseen.

Sneak to the west wall, moving close to the shop’s front door. Toss a throwable at the shop’s northwest corner to lure the tailor away. (If you don’t have a throwable, there’s one on the table upstairs in the residence. An arrow will also do the trick.)

When the tailor moves to inspect the disturbance, sneak behind him and knock him out. You’ll be far enough away from the stationary Eel that he won’t see or hear the struggle.

GOODIE BOX
Document #32
Ector Client Jobs (6/21)
“Alfonso’s Register”

Now simply sneak behind the Eel, pick his pocket and then knock him out as well. Once he’s down, you’ll be free to loot the shop. Search every shelf and drawer for plunder, and inspect the book on the checkout counter to obtain a new document.

Thieving Challenge: “Pick 5 pockets” (4/5)

Thieving Challenge: “Lift all loot items” (19/24)

With the shop and residence fully plundered, all that remains is the cellar. Sneak downstairs and study the lone Eel who’s searching the small room.

When the Eel moves to inspect the crates near the stairs, sneak behind him, pick his pocket, and knock him out. Now you’re free to plunder the cellar. Search every drawer and inspect the book on the table to obtain another document.

GOODIE BOX
Document #33
Ector Client Jobs (7/21)
“Alfonso’s Workbook”

Thieving Challenge: “Pick 5 pockets” (5/5)

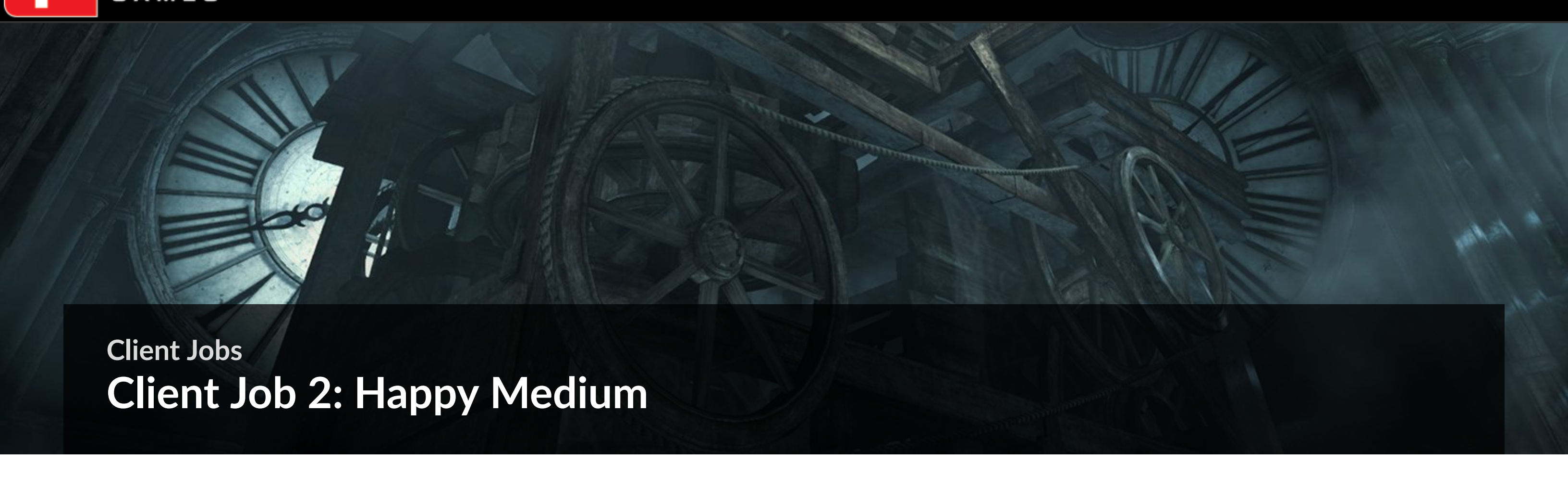
Thieving Challenge: “Lift all loot items” (24/24)

Pick the wall safe’s simple lock to discover the object of Ector’s desires: the Mechanical Hand. Pocket this collectible loot item, then make good your escape.

GOODIE BOX
Collectible Loot #15
Client Loot (2/8)
“The Mechanical Hand”

Objective 2: Escape Alfonso’s Attire

Since you’ve knocked out every guard—and even poor Alfonso—escaping the shop is short work. Simply stroll through the front door and proceed through the west gate to return to Baron’s Way North.



Client Jobs

Client Job 2: Happy Medium

Vittori is looking for his amazing oracle from the future, the incredible Talking Skull. No doubt someone will be trying to sell an item like that on the black market somewhere.

Client Job Stats

Collectible Loot Items: 3

Common Loot Items: 20

Pockets to Pick: None

Locks to Pick: 2

Threats (Eelbiters): 5

Thieving Challenges

Challenge		Value
	Remain undetected	200 G
	Take no damage	90 G
	2 combat takedowns	25 G
	Lift all loot items	175 G

Top Tips

Keep the following tips in mind to gain an advantage in this client job:

- Bring at least two broadhead arrows into the mission so you can stun enemies and then execute combat takedowns without being detected.
- Save often so you can reload if you take damage.
- Follow this walkthrough carefully and you'll complete every Thieving Challenge in one go.

Objective 1: Find a Clue to the Skull's Whereabouts

Area 1: Black Market

Common Loot

Map Icon	Item(s)
Black Market	
	Brooch
Piss Alley	
	Perfume bottle
	Vase
	Brooch
	Bracelet
	Perfume bottle
	Urn
	Ring
Eelbiters Warehouse	
	Necklace
	Brooch
	Necklace
	Telescope
	Coin purse
	Ring
	Picture frame
	Brooch
	Coin purse
	Vase
	Coin purse
	Bracelet

Collectible Loot

Map Icon	Item(s)
Piss Alley	
	South Quarter Sluices
Eelbiters Warehouse	
	The Constant Lady
	The Talking Skull

As you enter the Black Market, you overhear a drunk named Lenny talking about the skull you seek. Remain in the alley until the conversation ends and the other man walks away.

Objective 2: Open the Gate for Lenny the Drunk

Area 2: Piss Alley

Leave Lenny be and sneak through the shadows, approaching the other men in the alley. Sneak straight past them and swipe the brooch on the nearby barrel.

Thieving Challenge: "Lift all loot items" (1/20)

Climb the nearby crate and vault the wall to circumvent the gate that Lenny is drunkenly attempting to open. You'll end up in the charmingly named Piss Alley.

Careful: There are two guards just ahead. You fail this mission if you're detected, so don't let them spot you.

In order to retrieve the skull you seek, you'll need to let Lenny guide you there. Open the gate to allow Lenny through.

Objective 3: Keep Lenny Moving to Reach His Hideout

After opening the gate for Lenny, climb through the nearby shed's window and collect a perfume bottle and throwable.

Thieving Challenge: "Lift all loot items" (2/20)

Lenny drunkenly stumbles toward the nearby guards. The men seem to know him, and after a bit of conversation, one of the guards asks for a light for his pipe.

Oblige the guard by sneaking over to the nearby machinery. Turn the valve wheel to cause fire to spurt out from the nearby pipe. The roaring flame won't harm Lenny or the guards, but will be enough to convince the drunk to stumble onward.

Sneak south with Lenny. Collect a vase on a crate and another brooch on a barrel. Don't worry about being spotted by Lenny or the alley's beggar; they won't blow your cover.

Thieving Challenge: "Lift all loot items" (4/20)

Continue sneaking south, being careful to not let the civilians see you as you follow Lenny. When the bumbling drunk begins to flirt with a woman, sneak west and swipe a bracelet off a barrel. Use the wrench tool afterward to steal the collectible plaque off the nearby wall.

GOODIE BOX
Collectible Loot #35
City Heritage Plaques (11/16)
"South Quarter Sluices"

Thieving Challenge: "Lift all loot items" (5/20)

Now go east, sneaking behind Lenny on your way to the east wall. Swipe a perfume bottle and urn from the east barrels, then turn the valve wheel.

Thieving Challenge: "Lift all loot items" (7/20)

Spinning the valve wheel opens a hatch beneath the woman, sending her plunging into the river. Lenny takes little notice of the woman's disappearance and stumbles onward.

It's not long before a locked gate presents another obstacle for poor Lenny. Swipe the ring off the barrel on the porch before picking the gate's lock to allow the drunkard passage.

Thieving Challenge: "Lift all loot items" (8/20)

Beyond the gate, Lenny calls out to his fellow gang members. One of them opens the door to the nearby building, allowing Lenny to stumble inside. There's no other point of entry, so follow Lenny into the building.

Objective 4: Steal the Skull

Area 3: Eelbiters Warehouse

Lenny is drawn into conversation with one of his fellow Eels in the next room. After the long dialogue ends, Lenny moves to a corner to finish his drink. Sneak up behind the Eel and knock him out, then snuff out the surrounding candles.

Search the room after neutralizing the Eel to find a necklace in a drawer and a collectible in the nearby chest. If you like, knock out Lenny now as well.

GOODIE BOX
Collectible Loot #36
Whiteridge's Duty (2/6)
"The Constant Lady"

Thieving Challenge: "Lift all loot items" (9/20)

Sneak downstairs next and wound the lone patrolling Eel with a broadhead arrow to the leg or torso. Approach the wounded thug and hold the Melee Attack/Takedown button to perform a combat takedown. By wounding the Eel with an arrow first, you won't be detected when you perform the combat takedown.

Thieving Challenge: "2 combat takedowns" (1/2)

With the basement secure, set about looting the place. Claim the brooch in the drawer of the small candlelit table and swipe the necklace off the east shelf.

Thieving Challenge: "Lift all loot items" (11/20)

Now backtrack upstairs and go to the second floor. Cripple another Eel with an arrow here to set up another combat takedown, then search the room's chests, shelves, and drawers for a number of valuables, including the skull you seek.

Thieving Challenge: "2 combat takedowns" (2/2)

Thieving Challenge: "Lift all loot items" (17/20)

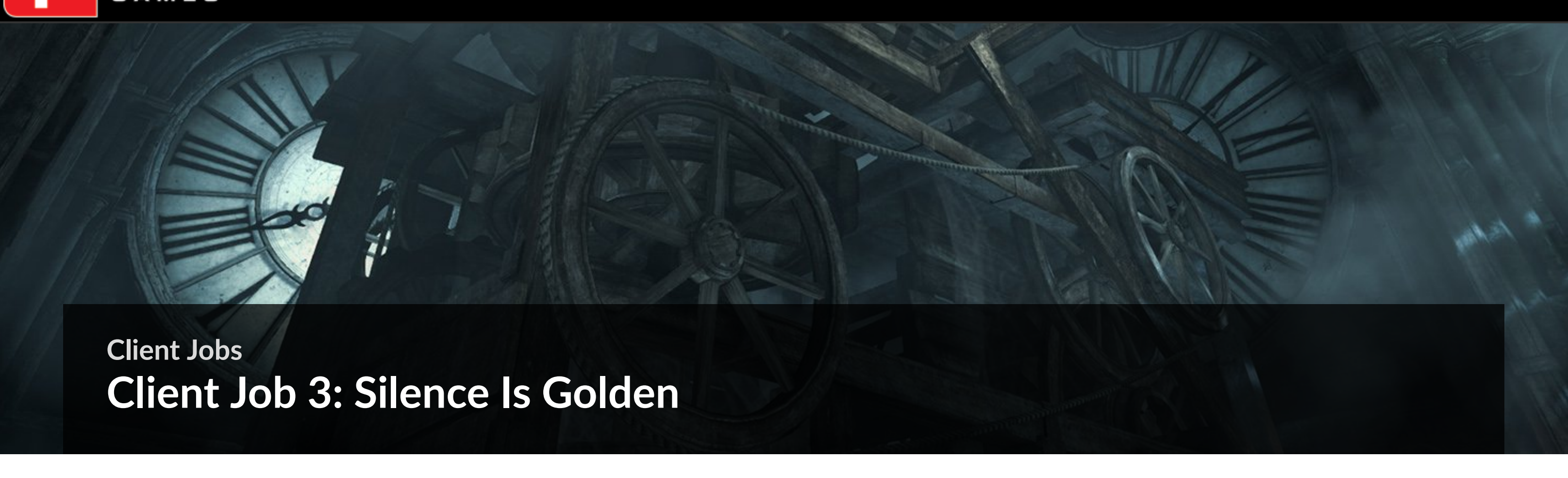
GOODIE BOX
Collectible Loot #37
Client Loot (4/8)
"The Talking Skull"

Objective 5: Return to the City

You've found the skull, but there's a bit more loot to be found in the warehouse. Snatch the vase on the shelf near the south stairs, then descend the stairs to discover a chest that contains a bracelet and coin purse—the two final pieces of loot in this mission.

Thieving Challenge: "Lift all loot items" (20/20)

You've got what you came for; now it's time to escape. Backtrack down to the first floor and climb through the west window. Scale the tall crates outside the warehouse, then simply backtrack through Piss Alley, heading back to the mission's starting point. Ensure that no one sees you during your escape.



Client Jobs

Client Job 3: Silence Is Golden

Ector previously hired a thief to steal back the Automaton's Voice Box but the blackhand was caught and is most probably hanging from the gallows. He wants me to find him and track down the prize.

Client Job Stats

Collectible Loot Items: 3

Common Loot Items: 29

Pockets to Pick: 1

Locks to Pick: 4

Threats (Guards): 3

Threats (Oxheart Perry): 1

Thieving Challenges

Challenge		Value
	Remain Undetected	350 G
	1 Environmental exploit	100 G
	Headshot 3 threats	85 G
	Lift all loot items	215 G

Top Tips

Keep the following tips in mind to gain an advantage in this client job:

- Bring several broadhead arrows into the mission to simplify situations and score headshots to complete a Thieving Challenge.
- The wrench tool will help you sneak around the shop if you prefer not to harm anyone.
- The razor tool is required if you wish to find all of the collectible loot items.

Objective 1: Steal the Automaton's Voice Box

Area 1: Abandoned House

Common Loot

Map Icon	Item(s)
Abandoned House	
	Ashtray
	Letter opener
Butcher's Dock	
	Bracelet
Oxheart Perry's Basement	
	Vase
	Candlestick
	Perfume bottle
	Bracelet
	Coin purse
Oxheart Perry's Shop	
	Ashtray
	Letter opener
	Perfume bottle
	Teapot
	Teapot
	Perfume bottle
	Candlestick
	Bracelet
	Ink bottle
	Coin purse
	Ink bottle
	Coin purse
	Letter opener
	Vase
	Letter opener
	Candlestick
	Teapot
Oxheart Perry's Residence	
	Ashtray
	Candlestick
	Perfume bottle
	Ashtray

Collectible Loot

Map Icon	Item(s)
	The Observant Lady
	The Grace of Insecurity
	The Voice Box

Documents

Map Icon	Item(s)
Butcher's Dock	
	Red Blades' Orders
Oxheart Perry's Residence	
	Oxheart Perry's Notebook
	Oxheart Perry's Shop Register

Collect an ashtray and letter opener from the room in which you begin, then climb through the nearby window to reach the Butcher's Dock.

Thieving Challenge: "Lift all loot items" (2/29)

Area 2: Butcher's Dock

A guard patrols the Butcher's Dock's lower area, and Oxheart Perry gazes out through the south window. Wait until Perry moves away from the window, then pick off the guard with a headshot. Carefully drop down and collect the document that the guard was carrying without alerting the area's caged dog.

GOODIE BOX
Document #70
Ector **Client Jobs** (9/21)
"Red Blades' Orders"

Thieving Challenge: "Headshot 3 threats" (1/3)

Swipe the ashtray off the nearby crate, then look up and notice some hanging crates suspended over the central pit. Kill or knockout the caged dog with a broadhead or choke arrow, then fire a blunt arrow to knock down the crates, then drop into the pit to reach the pawnshop's basement. If you don't neutralize the dog first, the racket caused by the falling crates will alert it, causing you to become detected.

Thieving Challenge: "Lift all loot items" (3/29)

Thieving Challenge: "1 environmental exploit" (1/1)

Area 3: Oxheart Perry's Basement

Beware: The basement's chest is trapped. Raid the basement to find a vase, candlestick, and perfume bottle, but don't attempt to open the chest. Head upstairs instead.

Thieving Challenge: "Lift all loot items" (6/29)

Area 4: Oxheart Perry's Shop

Pause on the landing and eavesdrop on the two guards upstairs. Wait until one guard leaves, then pick off the stationary guard with a headshot. Quickly press the nearby light switch to darken the room before the patrolling guard returns. Slay him with another headshot when he does.

Thieving Challenge: "Headshot 3 threats" (3/3)

With both guards slain, set about looting the shop's first room, collecting an ashtray, letter opener, perfume bottle, and teapot. Head upstairs to visit the residence.

Thieving Challenge: "Lift all loot items" (10/29)

Area 5: Oxheart Perry's Residence

Swipe an ashtray off a small table in the residence floor, then open the nearby door to enter Oxheart Perry's bedroom. Oxheart Perry is sleeping in a chair in his room. Put an arrow through his head, then loot the room to find a number of valuables, including a collectible inside the cabinet's drawer.

GOODIE BOX
Collectible **Loot** #43
Whiteridge's Duty (3/6)
"The Observant Lady"

Thieving Challenge: "Lift all loot items" (14/29)

Hack the control box on the bedroom's wall to disable the trapped chest down in the basement. Search the nightstand to find a notebook, then sneak back downstairs.

GOODIE BOX
Document #71
Ector **Client Jobs** (10/21)
"Oxheart Perry's Notebook"

Area 3: Oxheart Perry's Basement (Revisited)

Now that you've disabled the basement chest's trap, backtrack down to the basement and open the chest to claim a bracelet and coin purse. Go back up to the shop afterward and loot the place.

Thieving Challenge: "Lift all loot items" (16/29)

Area 4: Oxheart Perry's Shop (Revisited)

Collect a number of valuables from the shop's other rooms, saving the locked west room for last. Inspect the ledger on the shop's desk to obtain a new document, and use the razor tool to remove the painting from the back room, claiming another collectible.

GOODIE BOX
Document #72
Ector **Client Jobs** (11/21)
"Oxheart Perry's Shop Register"

GOODIE BOX
Collectible **Loot** #44
The Court of Montonessi (7/12)
"The Grace of Insecurity"

Thieving Challenge: "Lift all loot items" (25/29)

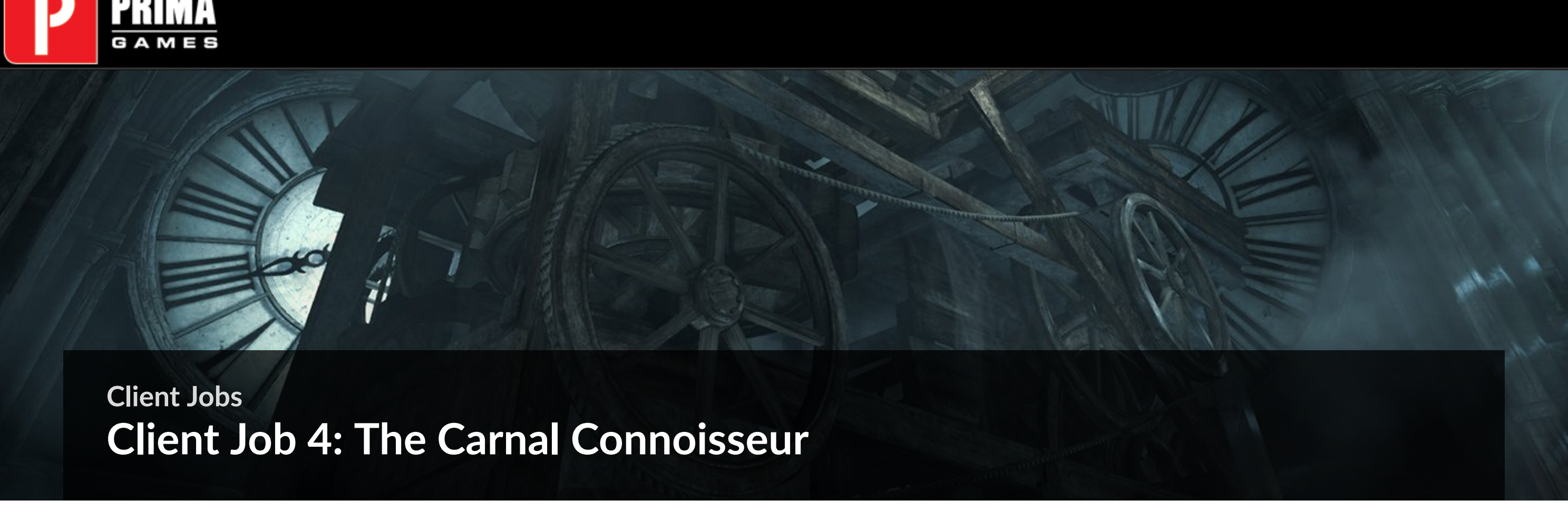
Now open the locked west door to enter a small storage room filled with plunder. Grab every item of value, then open the wall safe to obtain the automaton's voice box, which Ector desires.

GOODIE BOX
Collectible **Loot** #45
Client **Loot** (6/8)
"The Voice Box"

Thieving Challenge: "Lift all loot items" (29/29)

Objective 2: Escape the Pawnshop

You've got what you came here for. Now simply leave the pawnshop, exiting through the basement by climbing up the crates you knocked down. You can also exit through the locked north door. Either way, you'll return to the Butcher's Dock. Enter the Abandoned House and go upstairs to find the exit door that leads back out to Baron's Way South.



Client Jobs

Client Job 4: The Carnal Connoisseur

Vittori wants me to find and return his astounding exhibit named Octopuss, an eight-legged cat. The rumors have already begun that a certain collector in Riverside already acquired it.

Client Job Stats

Collectible Loot Items: 3

Common Loot Items: 27

Pockets to Pick: 4

Locks to Pick: None

Threats (Guards): 4

Thieving Challenges

Challenge		Value
	Remain undetected	225 G
	No kills or knockouts	115 G
	1 aerial takedown	70 G
	Lift all loot items	290 G

Top Tips

Keep the following tips in mind to gain an advantage in this client job:

- Bring at least one rope arrow into the mission to facilitate your infiltration.
- Water and blunt arrows are also very useful if you wish to streak through the mission undetected and without harming anyone.
- You can't complete the "no kills or knockouts" and "1 aerial takedown" Thieving Challenges on the same attempt. Decide which one you prefer.

Objective 1: Steal the Octopuss

Area 1: Baron's Way Side Street

Common Loot

Map Icon	Item(s)
Collector's Lodge	
	Wineglass
	Earrings
	Pocket portrait
	Wineglass
	Letter opener
	Brooch
	Chess piece
	Wineglass
	Pocket portrait
	Wineglass
	Candlestick
	Pocket portrait
	Candlestick
Baron's Way Side Street	
	Wineglass
Wine Cellar	
	Candlestick
	Wineglass
Collector's Vault	
	Candlestick
	Letter opener
	Brooch
	Earrings
	Vase
	Brooch
	Candlestick
	Vase
	Brooch
	Earrings
	Vase

Collectible Loot

Map Icon	Item(s)
	What Is There Cannot Be Seen
	Octopuss
	The Virtuous Lady

Documents

Map Icon	Item(s)
	Manservant's Diary
	Father's Testament

You begin in a small town house. There's nothing of interest downstairs, so climb through the upstairs window and stick a rope arrow into the anchor beam above the street. Leap from your rope to reach the upstairs window of the neighboring building, which leads to a bathroom.

Area 2: Collector's Lodge

Hit the light switch to darken the bathroom, then grab the wineglass on the stand near the tub. Open the door and sneak into the bedroom. Pinch out the candle on the nightstand and swipe the letter off the stand to claim a document. Search the nearby cabinet to find some earrings as well.

GOODIE BOX
Document #83
Vittori Client Jobs (1/3)
"Manservant's Diary"

Thieving Challenge: "Lift all loot items" (2/27)

The letter indicates that the Octopuss you seek may well be found within a hidden vault in the lodge's basement. It also indicates that the combination to access the vault is the collector's birth date. Wait until the lodge's manservant moves downstairs, then sneak out of the bedroom and search the nearby table to find a pocket portrait. Swipe another wineglass off the small table near the couch, and climb out through the east window.

Thieving Challenge: "Lift all loot items" (4/27)

Area 1: Baron's Way Side Street (Revisited)

Eavesdrop on the guards outside as you move along the exterior ledge. Pluck a poppy that grows on the ledge, and drop to the narrow alley below.

Sneak west and pickpocket the stationary guard who's enjoying his pipe. Sneak east and collect a wineglass on a crate. Climb back up to the ledge with the poppy and reenter the lodge through the window.

Thieving Challenge: "Lift all loot items" (5/27)

Area 2: Collector's Lodge (Revisited)

By this point, the manservant has moved outside to chat with the guards. If he hasn't, wait for him to do so. Then sneak downstairs and search two tables to find a letter opener and a brooch. Move into the north study and claim a chess piece, a wineglass, and a letter.

GOODIE BOX
Document #84
Vittori Client Jobs (2/3)
"Father's Testament"

Thieving Challenge: "Lift all loot items" (9/27)

Open the east door, but beware: This will raise the curiosity of the guard in the kitchen beyond. Back up a bit and wait for the guard to return to his post, then use a blunt arrow to trigger the room's light switch from the doorway.

The lazy guard won't think to turn the lights back on. Sneak into the room and claim a pocket portrait from the cabinet, and snatch the wineglass off the table. The candlestick near the guard is too risky to approach, so toss a throwable into the previous room to lure the guard away.

Pick the guard's pocket as he moves to investigate the sound, then swoop and claim the candlestick. Quickly steal the painting on the wall before the guard returns as well.

GOODIE BOX
Collectible Loot #52
The Court of Montonessi (9/12)
"What Is There Cannot Be Seen"

Thieving Challenge: "Lift all loot items" (12/27)

Sneak back out through the study and return to the hall. Advance east and raid another table to find a pocket portrait. Sneak very slowly toward the east door and look for a light switch on the door's left side—it's partly concealed behind the kitchen's open door.

Thieving Challenge: "Lift all loot items" (13/27)

Use a blunt arrow to trigger the light switch, shutting off the nearby light. Swoop past the kitchen door to avoid raising the guard's suspicions and collect the candlestick you find on the barrel beneath the stairs.

Thieving Challenge: "Lift all loot items" (14/27)

Area 1: Baron's Way Side Street (Revisited)

Swoop back past the kitchen door, go upstairs, and climb out through the east window. Once you're outside, use two water arrows to douse the east wall's braziers. Carefully drop from the ledge so that you land in the shadows directly behind the guard, then steal both of his coin purses. Sneak past the guard and climb the nearby crates, making a counterclockwise loop around the yard to avoid detection by the manservant as you head for the stairs that lead down to the cellar.

Tip

If you prefer a more aggressive approach, pick off the manservant with a headshot, then knock out the guard with an aerial takedown. You can also simply stun the manservant with a choke arrow if you like.

Thieving Challenge: "1 aerial takedown" (1/1)

Careful: Another guard walks around the cellar. Spy on him from the top of the stairs and then sneak into the cellar while he isn't looking.

Area 3: Wine Cellar

Turn around after you enter the cellar and hit the light switch to darken the room. Collect the candlestick off the nearby crate and swipe the wineglass off the shelf before the guard turns the lights back on.

Thieving Challenge: "Lift all loot items" (16/27)

Circle around the central post to avoid being spotted by the guard as he returns to his patrol. When chance permits, hit the light switch to darken the room again, then inspect the painting on the west wall. Quickly find and activate two triggers around the frame to reveal a set of combination dials. It may take several tries to find both triggers without being seen; flee to the shadows and darken the room again as needed during this process.

The combination you must enter into the dials can be derived from the two documents you've found in this mission. One document reveals that the combination is the collector's birth date, and the other gives you his birth date (after a bit of quick math). The proper combination is 8, 1, 2.

The nearby wall panel slides away after you enter the combo, revealing a hidden door. Open the door and sneak into the vault beyond while the wine cellar guard isn't looking. Close the door behind you or the guard will become suspicious.

Area 4: Collector's Vault

As you might expect, the vault is filled with valuables. Grab everything in sight, including the Octopuss that you're after.

GOODIE BOX
Collectible Loot #53
Client Loot (7/8)
"Octopuss"

Thieving Challenge: "Lift all loot items" (26/27)

Objective 2: Escape the Collector's Lodge

You're now ready to make your escape, but there's a bit more loot to be found in the collector's vault. Use Focus to identify a loose brick in the vault's wall, then press it to uncover a hatch that leads down into a secret treasure room.

Descend the hatch's ladder and swipe the vase off the lower room's shelf. Open the chest to discover this mission's final collectible.

GOODIE BOX
Collectible Loot #54
Whiteridge's Duty (4/6)
"The Virtuous Lady"

Thieving Challenge: "Lift all loot items" (27/27)

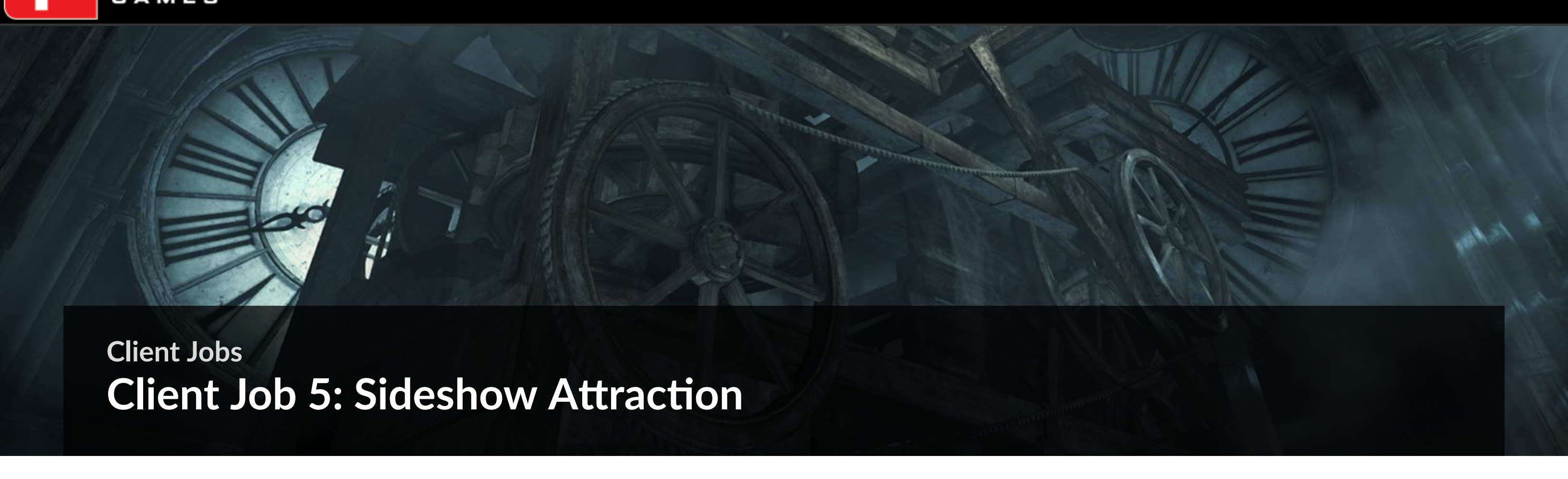
Escaping the Lodge

Now, to make good your escape. Save your game, then peer through the keyhole and sneak out of the vault while the guard isn't looking and swoop up the cellar stairs. When you arrive in the yard, the guard and manservant will enter the lodge to check on their master. Follow after them, for the cellar guard will soon be coming your way.

The guard who had been standing in the kitchen now patrols the lodge's first floor. He walks a circuit around the floor, moving through the hall, kitchen, study, and then back into the hall. Wait in the shadows beneath the stairs until he enters the kitchen, then sneak up and follow him inside.

Remain in the kitchen while the guard moves into the study. When the guard exits the study, swoop out as well, zipping across the light in the hall as you make for the stairs. You'll raise the curiosity of the stationary guard in the hall, so head upstairs quickly before he spots you.

Once you're upstairs, use a blunt arrow or throwable to distract the manservant so that you may swoop past him and reach the bedroom unseen. Move to the bathroom and climb out through the window, then leap back across your rope to complete your daring escape.



Client Jobs

Client Job 5: Sideshow Attraction

Vittori is distraught at the loss of his love Ysabella after she wandered off and got herself arrested for street walking. Now she's locked up in the Watch Station and needs rescuing.

Client Job Stats

Collectible Loot Items: 2

Common Loot Items: 18

Pockets to Pick: 16

Locks to Pick: 4

Threats (Eelbiters): 11

Thieving Challenges

Challenge		Value
	Remain undetected	350 G
	Distract 4 threats	200 G
	4 combat takedowns	110 G
	Lift all loot items	300 G

Top Tips

Keep the following tips in mind to gain an advantage in this client job:

- Bring plenty of blunt arrows into the mission so you can easily create distractions.

- Bring lots of broadhead and sawtooth arrows as well so you can cripple threats and then perform combat takedowns without being detected. Headshots are also helpful toward the mission's end.

Objective 1: Free Ysabella

Area 1: Watch Station Loading Area

Common Loot

Map Icon	Item(s)
Watch Station Offices	
	Bond
	Bond
	Watch medal
	Ink bottle
	Watch seal
	Baron's bust
	Ring
	Ink bottle
	Letter opener
Watch Station Hall	
	Watch seal
	Letter opener
	Candlestick
Watch Station Lockers	
	Fork
	Knife
	Spoon
	Fork
	Knife
Watch Station Cells	
	Watch seal

Collectible Loot

Map Icon	Item(s)
Watch Station Hall	
	Watch Station
Watch Station Lockers	
	The Porcelain Lady

Documents

Map Icon	Item(s)
Watch Station Hall	
	Prisoner Register

This mission has two entrances. The first and most obvious is the gated entrance in the Watch Station Plaza. The second is the underground passage that runs beneath Market Street. Assuming you've entered from the gated entrance, you'll begin in a small room. Climb the stacked crates and scale the north wall to reach higher ground.

Note

If you've entered this mission from the underground passage that runs beneath Market Street, then you'll begin in the Watch Station Back Door passage, down in the basement near the holding cells. This walkthrough will still be helpful, but you'll need to work backward through the areas.

Area 2: Watch Station Offices

Evidence of a recent battle against the Graven is everywhere. It seems that the Eelbiters are capitalizing on this clash, for an Eel is raiding the Watch office ahead. He's attempting to open a wall safe but lacks the proper tools. Take the opportunity to fire blunt arrows and distract the Eel a total of four times, easily completing one of your Thieving Challenges.

Thieving Challenge: "Distract 4 threats" (4/4)

When you've finished toying with the Eel, steal his three coin purses, being careful not to make any sound as you cross the broken glass behind him. Back up a bit afterward and fire a broadhead or sawtooth arrow into the Eel's leg or torso to cripple him. Rush forward and finish off the Eel with a combat takedown to advance another Thieving Challenge.

Thieving Challenge: "4 combat takedowns" (1/4)

With the Eelbiter down, set about looting the office. Open the wall safe to claim two bonds and a Watch medal, then swipe the ink bottle off the desk and grab the Watch seal that sits on the nearby filing cabinet.

Thieving Challenge: "Lift all loot items" (5/18)

Open the north door to visit a large rectangular balcony that overlooks the Watch Station Hall. One Eel is attempting to open the balcony's west door, while another patrols around the balcony. Wait for the patrolling Eel to speak with a third Eel who stands in the north doorway, and keep waiting until that Eel disappears into the north room.

Save your game and wait for the patrolling Eel to move toward the balcony's east end. As he does so, sneak east and stick a broadhead arrow into his leg or torso so you may perform another combat takedown. If you do this on the balcony's east side, the Eel who's working on the door to the west won't hear the struggle.

Thieving Challenge: "4 combat takedowns" (2/4)

Now sneak west and steal the other Eel's three coin purses, again being wary of the glass on the floor. Cripple the Eel with an arrow and then score another combat takedown before he recovers.

Thieving Challenge: "4 combat takedowns" (3/4)

Open the locked west door that the Eel was working on to visit a small office. Collect the key on the desk and snatch the Baron's bust from the north shelf before backtracking out and entering the north room.

Thieving Challenge: "Lift all loot items" (6/18)

Another Eel is talking to a caged bird in the north room. Save your game, then wait for the Eel to walk over to the west wall, away from the bird. Sneak close to the bird and fire a broadhead arrow into the Eel's leg or torso. Sneak past the bird and defeat the Eel with a combat takedown before he recovers. If you do this while the Eel is near the west wall, the bird won't stir or detect you.

Thieving Challenge: "4 combat takedowns" (4/4)

With the Eel down, collect a ring, ink bottle, and letter opener from around the room before exiting and descending the east stairs to reach the station's first floor.

Thieving Challenge: "Lift all loot items" (9/18)

Area 3: Watch Station Hall

Eavesdrop on a pair of Eelbiters down in the hall. When they finish speaking, one of them begins a patrol while the other takes up a stationary position. Sneak behind the stationary Eel, steal his coin purses, and knock him out. Throw his body down the nearby stairs to ensure it isn't found. The remaining Eel is now easy prey; neutralize him however you like.

With the hall secured, begin looting the place. Collect a Watch seal and letter opener from the reception desk, and inspect the desk's book to claim a document. Unscrew the plaque on the wall to obtain a collectible and grab the candlestick near the stairs. When you've finished, save your game and open the east door to visit the lockers.

GOODIE BOX
Document #135
Vittori **Client Jobs** (3/3)
"Prison Register"

GOODIE BOX
Collectible **Loot** #64
City Heritage Plaques (15/16)
"Watch Station"

Thieving Challenge: "Lift all loot items" (12/18)

Area 4: Watch Station Lockers

Beware: Another Eel is searching this small room. Defeat him and raid the room to claim a number of valuables. Open the locked chest to score some food and another collectible. When you've finished, exit the room and go downstairs to explore the basement cells.

GOODIE BOX
Collectible **Loot** #65
Whiteridge's Duty (5/6)
"The Porcelain Lady"

Thieving Challenge: "Lift all loot items" (17/18)

Area 5: Watch Station Cells

Swipe the Watch seal from the south shelf, then open the west door with the key you found in the station's upstairs office.

Thieving Challenge: "Lift all loot items" (18/18)

Aside from Ysabella, the prison cells hold little of interest. An Eelbiter is caged in one of the north cells, another Eel is locked away in a south cell, and there's a poppy in one of the south cells as well. Ysabella awaits in one of the west cells. There's no need to free the Eelbiters, but if you decide to open their cells, make sure they don't detect you.

Open Ysabella's door, and you'll both get a shock. Ysabella turns out to be a bearded lady, and the poor woman faints at the sudden sight of Garrett. Not good!

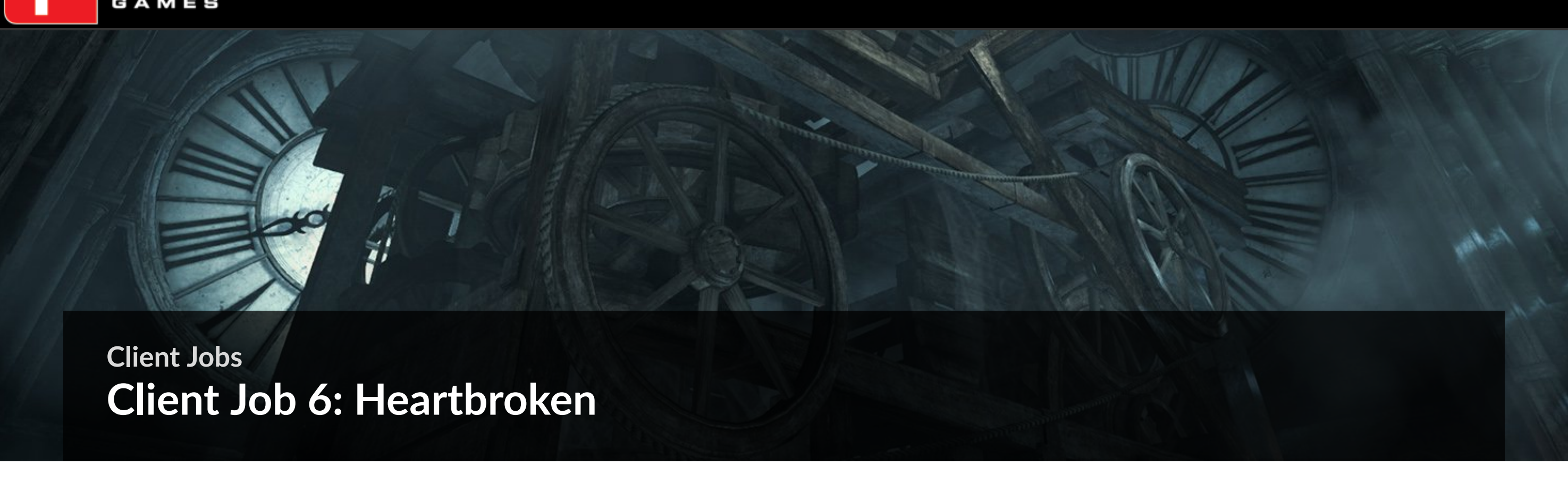
Objective 2: Escape the Watch Station with Ysabella

You've got to get Ysabella out of here, but beware: Two more Eels have entered the basement. Leave Ysabella for now, save your game, and then sneak out of the cell block to get the drop on the Eels. When one of them foolishly turns off the lights, knock out the other from behind. Then simply work at knocking out or slaying the remaining Eel.

Return for Ysabella and pick her up. Carry her out of the cells and set her down so that you can open the basement's locked north door, which leads to a passage that provides a shortcut out of the station.

Area 6: Watch Station Back Door

Had you entered the Watch Station from the underground passage that runs beneath Market Street, your infiltration would have begun in this passage. Carry Ysabella to the exit gate, then set her down so you can open the gate and complete this most unusual jailbreak. Vittori is sure to be pleased with your success!



Client Jobs

Client Job 6: Heartbroken

Ector wants me to reacquire the final missing Automaton piece, the Heart, from a gentleman called Clockwise. He says the man has succumbed to madness so who knows what to expect.

Client Job Stats

Collectible Loot Items: 2

Common Loot Items: 23

Pockets to Pick: None

Locks to Pick: 1

Threats (Eelbiters): None

Thieving Challenges

Challenge		Value
	Lift all loot items	250 G

Note

This final client job has but one Thieving Challenge to pursue.

Top Tips

Keep the following tips in mind to gain an advantage in this client job:

• Clockwise's house features neither traps nor enemies, so arrows and resources aren't required. Instead, all you'll need to bring is your thinking cap!

Objective 1: Steal the Automaton's Heart

Area 1: Clockwise's Residence

Common Loot

Map Icon	Item(s)
Clockwise's Residence	
	Ring
	Letter opener
	Wineglass
	Scroll holder
	Letter opener
	Ring
	Scroll holder
	Pen
	Telescope
	Pen
	Wineglass
	Teacup
	Baron's bust
	Wineglass
	Letter opener
	Teacup
	Pen
	Pen
	Scroll holder
	Wineglass
	Wineglass
	Scroll holder
Clockwise's Workshop	
	Pen

Collectible Loot

Map Icon	Item(s)
Clockwise's Residence	
	The Burnished Lady
Project Pendulum	
	Automaton's Heart

Documents

Map Icon	Item(s)
Clockwise's Residence	
	Ector's Letter to Clockwise (Duplicate)
	Engineer's Letter to Clockwise
	Project Pendulum—Day 1
	Clockwise's Diary
	Project Pendulum—Day 11
	Treatise on the Voclid Spatial Theory
	Project Pendulum—Day 6
	Project Pendulum—Day 13
Clockwise's Workshop	
	Project Pendulum—Day 8
	Treatise on the Theory of Time
Project Pendulum	
	Clockwise's Confession

Clockwise's house is quiet...too quiet. Plunder the entry room without fear, filling your pockets with a ring, letter opener, and wineglass. The letter on the table is a duplicate of a document you've already acquired back in Ector's Emporium.

GOODIE BOX
Document #26 (Duplicate)
Ector **Client Jobs** (2/21)
"Ector's Letter to Clockwise"

Thieving Challenge: "Lift all loot items" (3/23)

Go upstairs next and grab a scroll holder off a small table. Enter the nearby bathroom to find a letter opener and a ring, then go down the hall and claim another scroll holder. Search the bedrooms for more loot and a few informative documents, along with a collectible that's stashed in a cabinet.

GOODIE BOX
Document #162
Ector **Client Jobs** (12/21)
"Engineer's Letter to Clockwise"

GOODIE BOX
Document #163
Ector **Client Jobs** (13/21)
"Project Pendulum—Day 1"

GOODIE BOX
Collectible **Loot** #73
Whiteridge's Duty (6/6)
"The Burnished Lady"

Thieving Challenge: "Lift all loot items" (11/23)

Go back downstairs and begin exploring the first floor. Snatch a teacup off the table in the west room, where a Baron's bust is on display. Collect the Baron's bust and press the display case's switch. Watch in awe as the room's walls shift around. This certainly is a house of mystery!

Thieving Challenge: "Lift all loot items" (13/23)

Enter the south room and collect the diary on the table. Snatch the wineglass in the corner, then raid the east and west rooms to claim even more documents and plunder.

GOODIE BOX
Document #164
Ector **Client Jobs** (14/21)
"Clockwise's Diary"

GOODIE BOX
Document #165
Ector **Client Jobs** (15/21)
"Project Pendulum—Day 11"

GOODIE BOX
Document #166
Ector **Client Jobs** (16/21)
"Treatise on the Voclid Spatial Theory"

Thieving Challenge: "Lift all loot items" (17/23)

After you've raided every room, press the switch on the east room's north wall to shift the walls again. Backtrack to the west room and go north to visit three new rooms. Claim another document and a few more pieces of loot from these rooms as you explore.

GOODIE BOX
Document #167
Ector **Client Jobs** (17/21)
"Project Pendulum—Day 6"

Thieving Challenge: "Lift all loot items" (20/23)

Backtrack a bit and press the switch on the east wall of the first of the three "new" rooms you've accessed. This lets you explore a sitting room that lies up north and to the east. Go there to claim a wineglass and document, then find a trigger book on the sitting room's bookshelf. Pull the trigger book to make the bookshelf slide away, revealing a switch.

GOODIE BOX
Document #168
Ector **Client Jobs** (18/21)
"Project Pendulum—Day 13"

Thieving Challenge: "Lift all loot items" (21/23)

Press the switch behind the bookshelf to shift the walls once more. Backtrack out of the room and go west to discover a new room to the kitchen's south. Swipe the scroll holder from the new room's shelf, and use Focus to identify a loose brick in the south wall. Press this to uncover a secret elevator that delivers you up to the attic.

Thieving Challenge: "Lift all loot items" (22/23)

Area 2: Clockwise's Workshop

Clockwise has converted his attic into a small workshop. Raid the room to find two documents and a pen, then press another loose brick in the north wall to reveal a mysterious puzzle.

GOODIE BOX
Document #169
Ector **Client Jobs** (19/21)
"Project Pendulum—Day 8"

GOODIE BOX
Document #170
Ector **Client Jobs** (20/21)
"Treatise on the Theory of Time"

Thieving Challenge: "Lift all loot items" (23/23)

Clockwise's Puzzle

This little puzzle is quite the brain-bender. The symbol on the wall features 10 segments. Press a segment to make it sink into the wall, along with every segment that it touches. The goal is to depress the entire symbol so that it's flattened into the wall.

There are no obvious clues to solving this puzzle, even in the many letters you've found around Clockwise's home. You've only your wits to help you. If you're stuck, imagine that each segment is numbered from 1 - 10, with "1" being the first segment and "10" being the last segment (as you cycle through them). Press the segments in this order to quickly solve the puzzle: 2, 5, 7, 9, 10. (Ignore the first segment completely.)

Once you solve the puzzle, the wall slides away, exposing an elevator. Step aboard and ride down to the next area.

Area 3: Project Pendulum

The lift ferries you down to a cavernous basement. Clockwise certainly has been busy down here. Advance until you reach a room with a series of unique floor tiles. At last, the documents you've found in Clockwise's house will come in handy!

Project Pendulum—Day 1

Project Pendulum—Day 6

Project Pendulum—Day 8

Project Pendulum—Day 11

Project Pendulum—Day 13

Open the Journal and examine the Ector Client Jobs documents to find several symbols drawn on the "Project Pendulum" letters you've found in Clockwise's home. Notice that these symbols match those on the floor tiles and that each document is dated. Step on the tiles in the order in which their symbols are dated in the documents to successfully reach the far pedestal. Make direct lines toward each symbol, taking the shortest and most direct path from one tile to the next. The far door will close if you make any false moves; return to the entry to reset the room and try again.

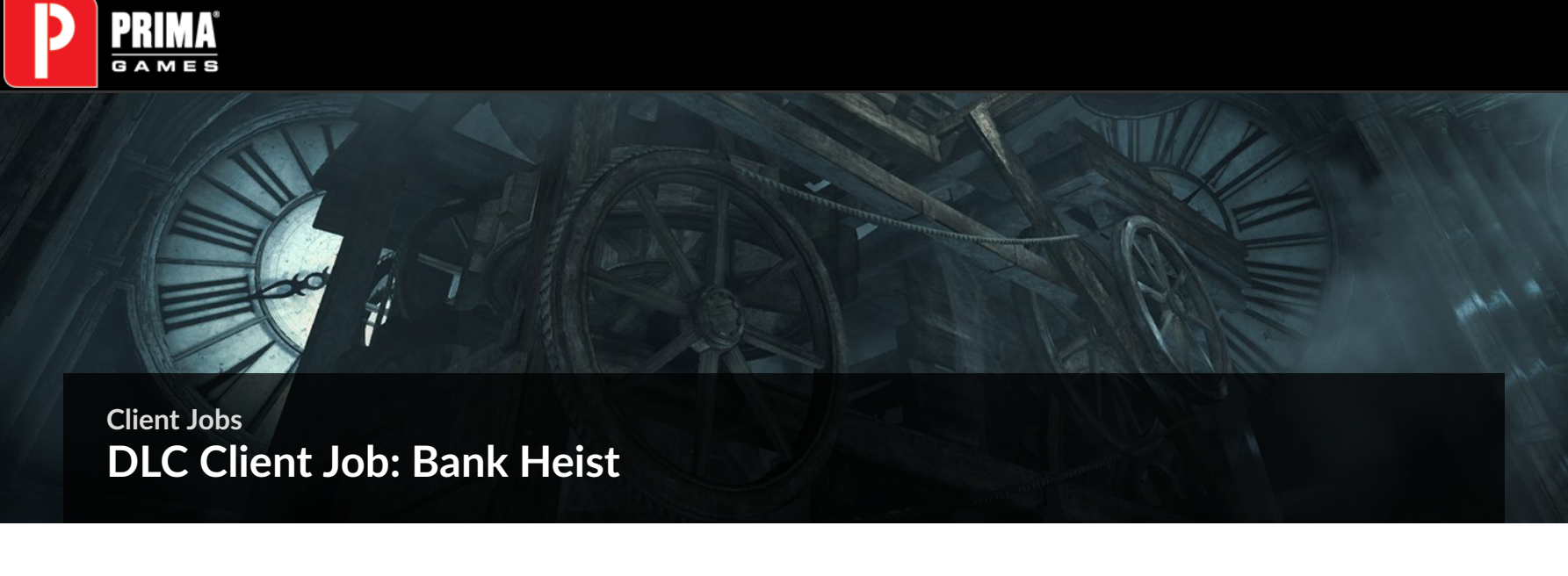
Collect the Automaton's Heart from the pedestal, along with the final document that poor Clockwise has left behind.

GOODIE BOX
Document #171
Ector **Client Jobs** (21/21)
"Clockwise's Confession"

GOODIE BOX
Collectible **Loot** #74
Client **Loot** (8/8)
"Automaton's Heart"

Objective 2: Escape from Clockwise's Residence

It's been fun, but you've likely had your fill of Clockwise's mind games by now. Fortunately, leaving his house isn't difficult. Scale the long east ladder to reach the basement, where a poppy grows. Collect the poppy, then head upstairs to reach the door from which you entered. Well done. Ector will be thrilled to have the Automaton's Heart back in his possession!



Client Jobs

DLC Client Job: Bank Heist

The Bank Heist is a bonus client job that is not included with the retail version of *Thief*. Instead, it must be purchased separately as downloadable content. Once purchased, you may undertake the Bank Heist client job during any visit to the City. Simply check your Journal objectives to find the Bank Heist listed as an active client job. Track it and follow the objective marker to the job's entry gate, located at the north end of Baron's Way North in Stonemarket.

Client Job Stats

Collectible Loot Items: 2

Common Loot Items: 67

Pockets to Pick: 14

Locks to Pick: 15

Threats (Guards): 7

Thieving Challenges

Challenge	Value
Lift all loot items	250 G
Ghost	215 G
Opportunist	90 G
Predator	70 G
Hybrid	175 G

Top Tips

Tip

Keep the following tips in mind to gain an advantage in this client job:

- Bring at least one rope arrow into the mission to facilitate your infiltration.
- Fill your quiver with water arrows—they are extremely useful for disabling the bank's many security cameras. (There are nine cameras to disable.)
- The wrench and wire cutter tools come in handy once you're inside the bank, helping you sneak through areas and disable traps.
- Follow this walkthrough carefully and you'll complete all of the Thieving Challenges in one go.

Objective 1: Find a Way into the Bank

Area 1: Exterior

Common Loot

Map Icon	Item(s)
Exterior	
	Coin purse
	Flask
	Ashtray
	Ashtray
	Ring
Upper Offices	
	Magnifying glass
	Letter opener
	Letter opener
	Flask
	Baron's bust
	Ink bottle
	Flask
	Letter opener
	Necklace
Lobby	
	Pocket watch
	Desk bell
	Flask
	Ink bottle
	Pen
	Desk bell
Lower Offices	
	Ink bottle
	Pen
	Magnifying glass
	Baron's bust
	Pile of coins
	Desk bell
	Flask
	Magnifying glass
Outer Vault	
	Pen
	Pile of coins
	Pile of coins
	Pen
	Necklace
	Coin purse
	Brooch
	Flask
	Ring
	Ink bottle
	Pen
	Watch seal
	Watch seal
	Coin purse
	Pocket watch
	Desk bell
Main Vault	
	Letter opener
	Pen
	Desk bell
	Ring
	Baron's bust
	Brooch
	Pile of coins
	Bond
	Desk bell
	Bond
	Watch seal
	Bond
	Bond
	Bond
	Pocket watch
	Coin purse
	Bond
	Bond
	Pile of coins
	Magnifying glass
	Ashtray
	Urn
	Urn

Collectible Loot

Map Icon	Item(s)
Main Vault	
	Southrye's Watch
	Star of Auldale

Documents

Map Icon	Item(s)
Upper Offices	
	Mechanical Eyes
	The Burnt Emerald—Two
	Letter to Maunders
	Locker Number Reminder
	Ashes Letter
Lower Offices	
	The Burnt Emerald—Three
	Vault Repair Report
	The Burnt Emerald—One
	Southrye Legacy
Outer Vault	
	Vault Combination Note
	Vault Dial Note
Main Vault	
	Audit
	Letter to the Auditor

You begin this mission in a small alley, right near the bank. Collect the coin purse on the ground near the crate, then scale the nearby wall to reach the bank's exterior grounds.

Thieving Challenge: "Lift all loot items" (1/67)

Beware: Three guards watch over the grounds, and there's a security camera mounted to the bank's west wall. Security cameras are candle-powered, so use a water arrow to disable the camera from the safety of the shadows. Take a moment to study the guards afterward.

When the lantern guard walks close and comes to a stop, pick him off with a headshot while the other patrolling guard isn't nearby. If you time it right, the other guards won't notice the lantern guard's demise, and you can leave his body right where it falls.

With the lantern guard down, wait for the other patrolling guard to descend the bank's front stairs. Sneak behind him and knock him out in the shadows as he moves to scale the other set of stairs.

The stationary guard is now easy prey. Sneak through the tunnel atop the stairs, then slip behind him and knock him out. Grab the food and flask on the railing.

Thieving Challenge: "Lift all loot items" (2/67)

With the grounds secure, search around to discover two ashtrays on the bank's east side. A poppy also grows near the southeast tree. Move to the alley on the bank's west side after claiming these items, and look up to spy an overhead anchor beam. Use a rope arrow to climb up to some high pipes.

Thieving Challenge: "Lift all loot items" (4/67)

Collect a ring from the pipes' south end, then climb through the high nearby window to begin your infiltration of the bank.

Thieving Challenge: "Lift all loot items" (5/67)

Objective 2: Open the Vault

Area 2: Upper Offices

Climbing through the high window lands you in the Upper Offices. You arrive just in time to eavesdrop on a pair of employees. One of the men says he believes he found a piece of paper with the bank vault's combination and that he stored this piece of paper in a locker. He can't remember which locker, but he wrote down the locker's number on another piece of paper that he's carrying in his pocket. How interesting...

Wait for the employees to move away, then swipe the magnifying glass off the nearby desk. Open the desk's locked drawer to claim a letter opener. Snatch a letter off the nearby shelf without being spotted by the guard who patrols around the offices.

GOODIE BOX
Document #186
The Bank Heist (1/13)
"Mechanical Eyes"

Thieving Challenge: "Lift all loot items" (7/67)

Hop the north counter and swipe a letter opener off another desk, then claim the book on the nearby shelf to obtain another document.

Thieving Challenge: "Lift all loot items" (8/67)

GOODIE BOX
Document #187
The Bank Heist (2/13)
"The Burnt Emerald—Two"

Wait until the patrolling guard is far away, then sneak out and press the light switch on the nearby support pillar. This darkens the area, letting you safely swipe the flask that sits on the nearby railing. Wait for the guard to return and then knock him out in the shadows.

Thieving Challenge: "Lift all loot items" (9/67)

With the guard down, open the north door to enter a small storeroom. Press the light switch to darken the room, then collect the Baron's bust and document on the shelves. The document seems to indicate the vault's new combination, but it's unclear if this new combo has been programmed into the vault. Regardless, it's valuable information. Use the nearby cabinet to save your progress.

GOODIE BOX
Document #188
The Bank Heist (3/13)
"Letter to Maunders"

Thieving Challenge: "Lift all loot items" (10/67)

Exit the storeroom and sneak toward the two employees, who are busy working near the northeast bookshelves. If you sneak very slowly, you can steal the document that the closer man carries. This document reveals the number of the locker in which the vault's combination is kept. Though you may have already discovered the combination, this will still come in handy.

GOODIE BOX
Document #189
The Bank Heist (4/13)
"Locker Number Reminder"

Back away from the men and sneak to the other side of the shelves they're inspecting. Snuff out the nearby candles and then claim the ink bottle on the east desk.

Thieving Challenge: "Lift all loot items" (11/67)

Upper Office Predator

If you're after Thieving Challenges, you can score some aerial takedowns against the employees. First, slay the south guard with a headshot to ensure he doesn't become a problem; no one will notice his demise. Grab the flask and letter opener on the small tables near the fallen guard.

Thieving Challenge: "Lift all loot items" (13/67)

With the guard down, press the light switch on the pillar near the two employees to darken the area. Back up a bit, for one of the men moves to turn the lights back on. Knock him out while he's inspecting the switch.

The remaining employee is now easy prey for an aerial takedown. Climb onto the shelves and drop down on him quickly, before he detects you.

Thieving Challenge: "2 aerial takedowns" (1/2)

You're nearly finished with the bank's upper floor. Snatch the letter from the nearby shelf, which would have been risky to do while the employees were about. Open the southeast desk's locked drawer to claim a necklace, then sneak down the nearby stairs.

GOODIE BOX
Document #190
The Bank Heist (5/13)
"Ashes Letter"

Thieving Challenge: "Lift all loot items" (14/67)

Area 3: Lobby

Beware: A guard is snoozing away in the lobby's southwest corner, and there's a surveillance camera in the northwest corner. If you brought a full quiver of water arrows into the mission, use one to disable the camera. Afterward, search beneath the stairs you've descended to discover a pocket watch, then carefully sneak into the nearby room.

Thieving Challenge: "Lift all loot items" (15/67)

Inside the small room, collect the book on the shelf to obtain a new document, then enter the cabinet to save. Use the wrench tool to unscrew the crawl space vent and sneak through the crawl space to reach an office.

GOODIE BOX
Document #191
The Bank Heist (6/13)
"The Burnt Emerald—Three"

Area 4: Lower Offices

Careful: A woman is working in the office beyond the crawl space. Sneak out while she isn't looking and climb onto the central shelves. Quickly knock out the woman with an aerial takedown before she spots you.

Thieving Challenge: "2 aerial takedowns" (2/2)

Snuff out the candles and wait for a man to enter the office. He walks between this office and another office to the west. Knock him out as well, using another aerial takedown if you like. Then begin looting the office, claiming an ink bottle, pen, and magnifying glass from the desk, along with a letter that sheds further light into the vault's combination. Collect the book on the shelf for another document as well.

GOODIE BOX
Document #192
The Bank Heist (7/13)
"Vault Repair Report"

GOODIE BOX
Document #193
The Bank Heist (8/13)
"The Burnt Emerald—One"

Thieving Challenge: "Lift all loot items" (18/67)

Snatch a Baron's bust off another desk as you move for the west office. Claim the pile of coins and desk bell from the next desk, along with the flask that rests near the snoozing guard. Silence the guard with a stealth takedown.

Thieving Challenge: "Lift all loot items" (22/67)

Grab the magnifying glass and letter on the west office's shelves, then open the door to the lobby. If you didn't disable the camera before, inch out of the doorway and study the camera. It can't see you from the doorway, so you're safe from detection. Swoop beneath the camera when it's pointing away from you and snatch the desk bell on the counter.

GOODIE BOX
Document #194
The Bank Heist (9/13)
"Southrye Legacy"

Thieving Challenge: "Lift all loot items" (24/67)

Area 3: Lobby (Revisited)

Swoop away from the camera when it's safe to do so and loot the rest of the lobby. Now that you've neutralized the workers in the offices, plundering the lobby is less risky. Claim the flask near the sleeping guard (knock him out afterward), then collect a pen and ink bottle from atop a central desk. Snatch the desk bell from the north counter, and make your way back to the offices.

Thieving Challenge: "Lift all loot items" (28/67)

Area 4: Lower Offices (Revisited)

Back in the lower offices, open either set of locked doors to access the outer vault. Both sets of doors feature difficult locks, but there's no rush, so just take your time with them.

Area 5: Outer Vault

Three security cameras scan the outer vault: one on the east wall, one on the west wall, and another on the north wall, above the vault door. The room's north half is also filled with pressure plate traps. Disable the nearest camera with a water arrow, then move upstairs and climb onto the room's central cage.

Maneuver around the cage and spy a control box to the south. Leap over and hack the box to disable the room's traps. Collect the pen in the corner as well.

Thieving Challenge: "Lift all loot items" (29/67)

With the traps disabled, disable the remaining cameras and then set about looting the room. Many wall safes can be opened, and most contain precious loot. The east and west desks also contain valuables. Give the room a thorough search and fill your pockets with plunder. You'll discover a few informative documents as well.

GOODIE BOX
Document #195
The Bank Heist (10/13)
"Vault Combination Note"

GOODIE BOX
Document #196
The Bank Heist (11/13)
"Vault Dial Note"

Thieving Challenge: "Lift all loot items" (44/67)

Opening the Vault

The vault door is sealed with a combination lock. The proper combination can be deduced by cross-referencing the documents you've discovered during the mission. Enter the combination into the three dials on the left of the door's valve wheel, then spin the wheel to enter the vault. If you're having trouble with the combination, it's 6, 3, 2.

Objective 3: Steal the Star of Auldale

Area 6: Main Vault

Like the outer vault, the main vault is filled with pressure plate traps and surveillance cameras. Don't let any of those cameras spot you, or the vault will fill with toxic gas—flee to the outer vault if this ever occurs!

First things first: Descend the stairs and carefully avoid the pressure plates that appear red with Focus. (The blue pressure plates won't harm you.) Disable the surveillance camera with a water arrow, then unscrew one of the vents beneath the stairs. Enter the crawl space beneath the stairs and hack the control box to disable all of the vault's pressure plate traps.

With the traps disabled, go upstairs and collect a letter opener from the west table, a pen from the east table, and a desk bell from the southeast landing. Use two more water arrows to disable the two cameras up here.

Thieving Challenge: "Lift all loot items" (47/67)

With all of the cameras and traps disabled, you're free to plunder the vault. Pull one of the upstairs levers to access the back room, where more loot and the final two documents are located.

GOODIE BOX
Document #197
The Bank Heist (12/13)
"Audit"

GOODIE BOX
Document #198
The Bank Heist (13/13)
"Letter to the Auditor"

Thieving Challenge: "Lift all loot items" (54/67)

Exit the back room and hop over the railing to quickly return to the ground floor. Raid two chests behind the central enclosure to claim a number of valuables, then press the switches on the back wall to access another back room that's filled with plunder.

Thieving Challenge: "Lift all loot items" (60/67)

Disable the back room's camera with a water arrow, then loot the room. Smash the red vase on the shelf to discover a hidden collectible.

GOODIE BOX
Collectible Loot #83
Bank Heist Loot (1/2)
"Southrye's Watch"

Thieving Challenge: "Lift all loot items" (65/67)

Stealing the Star

To access the heart of the vault, you must pull both levers on the vault's ground floor in quick succession. However, you can't step on the blue pressure plates, or else the levers will reset. Pull one of the levers, then quickly climb up the nearby wall to reach the second floor. Sprint across the floor and drop down near the other lever, then pull it to open the vault's central enclosure.

Once you pull both levers, you no longer need to avoid the blue pressure plates. Cross them and enter the central enclosure, where two urns and the Star of Auldale necklace are kept. Beware: The necklace is protected by a trap that wasn't disabled by the control box under the stairs. Press the button on the side of the pedestal to disable the trap, then claim the urns and necklace.

GOODIE BOX
Collectible Loot #84
Bank Heist Loot (2/2)
"Star of Auldale"

Thieving Challenge: "Lift all loot items" (67/67)

Objective 4: Escape the Bank

You've fully plundered the bank now, so it's time to make your escape. If you've followed this walkthrough carefully, then you've neutralized every threat, trap, and surveillance camera. Sprint back outside without fear, returning to the mission's entry gate with your haul. A thief could retire on a score like this!